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MIL-STD-2525A
15 December 1996

SUPERSEDING
MIL-STD-2525 Version 1
30 September 1994

DEPARTMENT OF DEFENSE INTERFACE STANDARD

COMMON WARFIGHTING SYMBOLOGY



AMSC N/A

AREA INST

DISTRIBUTION STATEMENT A. Approved for public release; distribution is unlimited.

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FOREWORD

1. This standard is approved for use by all Departments and Agencies of the Department of Defense. Using human factors engineering research, the standard is designed to eliminate conflicts within various symbol sets and to bring a core set of common warfighting symbology under one DOD standard. MIL-STD-2525A is designed to equip DOD with a standard solution that provides sets of C4I symbols, a coding scheme for symbol automation and information transfer, an information hierarchy and taxonomy, and technical details to support systems. The standard provides support through interoperability and users' input which is essential to ensure that the standard continues to meet the warfighters' requirements. MIL-STD-2525 is the primary reference that DOD uses to standardize warfighting symbology.

a. Standard symbology synthesized from land-based, nautical, and aeronautical warfighting domains is an increasingly essential ingredient in the successful implementation of the Command, Control, Communications, Computers, and Intelligence for the Warrior (C4IFTW) concept. Joint warfighting has strengthened the requirement for the rapid exchange of information by the C4I systems community, expanding into the weapons control or engagement domain.

b. Although this document is distributed in black and white, it was developed and is stored as a color document. Electronic versions can be printed in color if so desired. For further information, contact the address below.

2. Recommendations, additions, deletions and any pertinent data which may be of use in improving this document should be addressed to: Lead Standardization Activity (LSA), Center for Standards (CFS), ATTN: Information Directorate, Parkridge III, 10701 Parkridge Blvd, Reston, VA 20191-4357 by using the standardization Document Improvement Proposal (DD Form 1426) appearing at the end of this document to submit comments or by letter.

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1. SCOPE

1.1 Scope. This standard provides common warfighting symbology along with details on its display and plotting to ensure the compatibility, and to the greatest extent possible, the interoperability of DOD Command, Control, Communications, Computer, and Intelligence (C4I) systems, development, operations, and training. The standard addresses the efficient transmission of symbology information within the infosphere through the use of a standard methodology for symbol hierarchy, information taxonomy, and symbol identifiers. The standard applies to both automated and hand-drawn graphic displays. These symbols are designed to enhance DOD's joint warfighting interoperability by providing a standard set of common C4I symbols. It is important to remember that the graphics of this document are not all inclusive, and other standards may apply. Additional symbol sets will be provided when this document is updated.

1.2 Purpose. This standard is designed to provide the guidelines and criteria necessary for the development and display of standard C4I warrior symbology. The requirement to standardize C4I warfighting symbology was recognized at the 30 August 1993 meeting of the Military Communications-Electronics Board (MCEB) in order to provide a family of symbology standards in support of the C4I for the Warrior (C4IFTW) concept. To satisfy these needs, common warfighting symbology standardization incorporates MIL-STD-2525A, *Common Warfighting Symbology*, a DOD symbol data repository, and supporting documentation such as the Symbology Information Technology Standards Management Plan (SITSMP), Configuration Management Plan, and Symbology Standards Management Committee (SSMC) charter (see figure 1).

1.3 Applicability. This standard applies to all DOD components directly or indirectly involved with C4I operations, system operations, system development, and training within the context of warfighting operations. MIL-STD-2525A will serve as the standard symbol set for all future DOD uses of C4I symbology. The standard can be applied to mapping/charting, weather, cockpit display, and engineering design symbology to the extent that it is usable by these communities. The standard will apply to all future use of symbols in two dimensional and electronic display systems in C4I environments.

a. MIL-STD-2525A combines the symbology from two separate usage domains, referred to as the "force domain" and the "engagement domain." These domains use warfighting symbology in support of their C4IFTW functions. When integrated, this symbology provides the basis for a final standard solution for C4IFTW symbology.

b. In the "force domain" environment, symbology has evolved from North Atlantic Treaty Organization (NATO) Standardization Agreement (STANAG) 2019 (APP 6), "Military Symbols for Land Based Systems," and U.S. Army Field Manual (FM) 101-5-1/Marine Corp Reference Publication 5-2.2, *Operational Terms and Graphics*. Commanders and staff at all echelons use the

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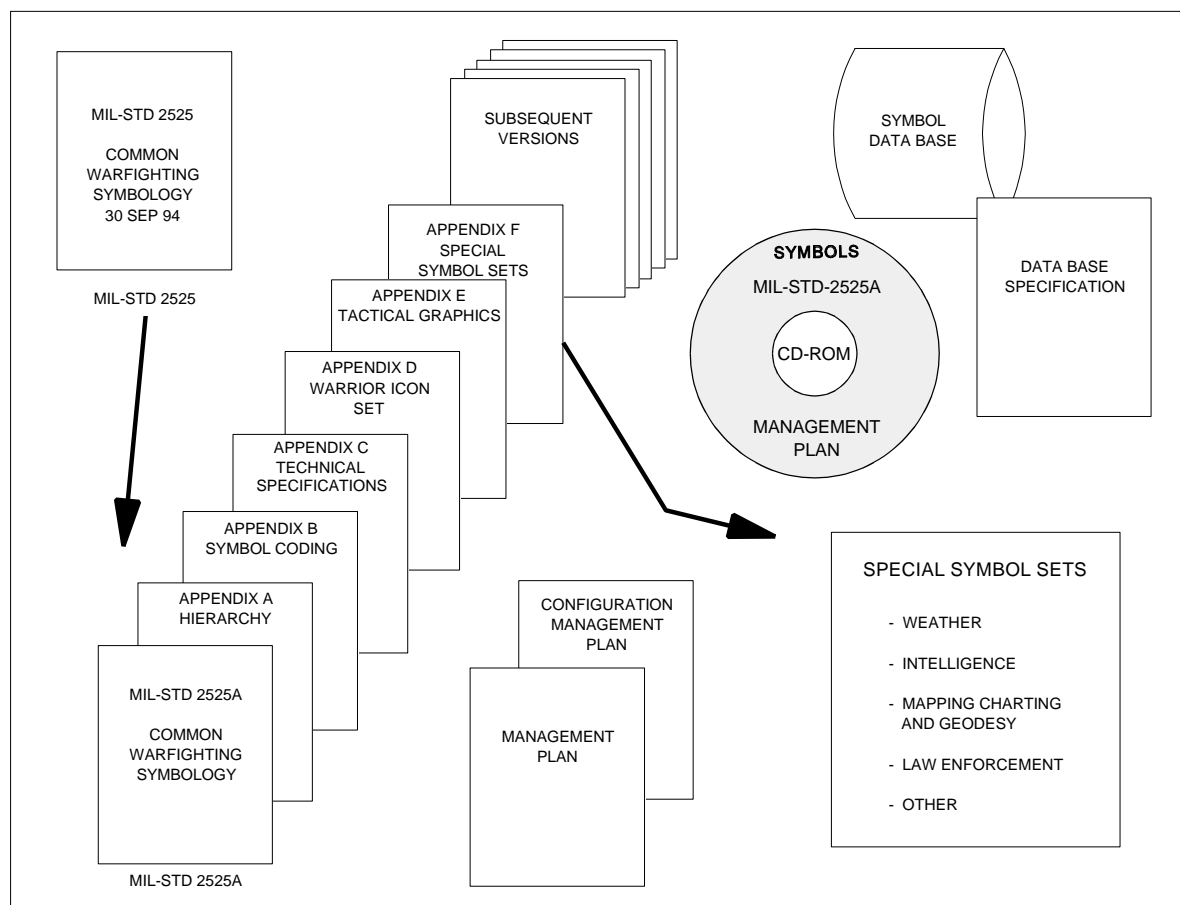


FIGURE 1. Common warfighting symbolology documents.

symbols and graphics contained in these documents for planning and execution of ground force military operations. These symbols represent units, installations, and equipment and are used in automated C4I systems or to mark maps and overlays manually.

c. Symbology used in the "engagement domain" has evolved from the requirement to plot sea and air tracks on cockpit, radar, weapons control, and command and control tactical displays. Joint Tactical Information Distribution System (JTIDS) and Naval Tactical Data System (NTDS) symbology, and most recently, "Display Symbology and Colors for NATO Maritime Units," have been the primary sources for track symbols used within the "engagement domain".

d. In addition, MIL-STD-1295A and MIL-STD-1787B have been developed to provide standards guidance regarding rotary and fixed wing cockpit displays. MIL-STD-1776 is in draft for planned October 1997 release to supersede both MIL-STDs 1295A and 1787B. These documents

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represent many years of work by the U.S. and international military communities and are representative of DOD requirements.

1.4 Content. MIL-STD-2525A contains tables that provide the user with standard frames (geometric borders, see table I) and icons, along with guidelines for their use. Each of the warrior icons listed can be cross-referenced to the information hierarchy (taxonomy) and the symbol coding scheme, appendixes A and B respectively. The information hierarchy contained in appendix A provides an organization or structure for C4I warrior symbology which encompasses the tactical information commonly exchanged via symbology. Each symbol category and icon is given a number that is cross-referenced to a symbol code provided in appendix B. Also provided is a tactical graphics section (appendix E), which addresses lines, areas, points, fire support planning graphics, nuclear, biological, and chemical (NBC) symbology, and bearings. If common warfighting symbology (CWFS) is implemented to visually display or present symbology, the capability must comply with the provisions of this standard.

a. Symbols should comply with the National Imagery Transmission Format Standard (NITFS) when formed and disseminated. The NITFS implementation of the Computer Graphics Metafile (CGM), MIL-STD-2301, should be used for input interpretation and output generation of symbol representations. MIL-STD-2500 should be used for file formation and digital exchange of imagery, symbology, and other imagery-related products. The symbol coding scheme in MIL-STD-2525A is the preferred code for all symbol transmissions in the DOD. If necessary, the coding scheme may be translated at the user system; however, to ensure interoperability, a common code for warrior symbol constructs developed using CGM across joint interfaces is necessary and is made standard in this document. Transmission vehicles are being concurrently developed in the United States Message Text Format (USMTF) (GRAPHREP message) and Variable Message Format (VMF) communities.

b. Additional icons, refinement of the hierarchy, refinement of the coding scheme, and additional tactical graphics will be developed and presented in future updates of this standard. Special symbol sets will be released as they are developed.

1.5 Changes. MIL-STD-2525A is designed to be flexible enough to accommodate change and further development and input from the operators and users. Changes to these symbols and the addition of new symbol sets will be introduced through the procedures defined in the Symbology Configuration Management Plan, which mandates that changes will be approved by a consensus of the voting members of the Symbology Standards Management Committee (SSMC). The staffing of configuration management items, called change proposals, will be in accordance with the procedures provided in JIEO Plan 3200, *Information Technology Standards Management Plan*, and JIEO Plan 9002, *Symbology Information Technology Standards Management Plan*.

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2. APPLICABLE DOCUMENTS

2.1 General. The documents listed in this section are specified in sections 3, 4, and 5 of this standard. This section does not include documents cited in other sections of this standard or recommended for additional information or as examples. While every effort has been made to ensure the completeness of this list, document users are cautioned that they must meet all specified requirements documents cited in sections 3, 4, and 5 of this standard, whether or not they are listed.

2.2 Government documents.

2.2.1 Specifications, standards, and handbooks. The following specifications, standards, and handbooks form a part of this document to the extent specified. Unless otherwise specified, the issue of these documents are those listed in the issue of the Department of Defense Index of Specifications and Standards (DODISS) and its supplement, cited in the solicitation.

STANDARDS

DEPARTMENT OF DEFENSE

MIL-STD-2500	-	National Imagery Transmission Format (Version 2.0) for the National Imagery Transmission Format Standard.
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(Unless otherwise indicated, copies of the above specifications, standards, and handbooks are available from the Standardization Document Order Desk, 700 Robbins Avenue, Building 4D, Philadelphia, PA 19111-5094.)

2.2.2 Other Government documents, drawings, and publications. The following other Government documents, drawings, and publications form a part of this document to the extent specified herein. Unless otherwise specified, the issues are those cited in the solicitation.

DOD Human Computer Interface (HCI)	-	Version 3.0
Joint Publication 1-02	-	Department of Defense Dictionary of Military and Associated Terms.
FM 34-3	-	Intelligence Analysis
STANAG 1241	-	NATO Standard Identity Description for Tactical Use

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User Interface Specification for the - Version 2.0
Defense Information Infrastructure (DII)

(Joint Publications are available from the Joint Staff, Washington, DC 20318-7000.)

2.3 Non-Government publications. None referenced.

2.4 Order of precedence. In the event of a conflict between the text of this document and the references cited herein, the text of this document takes precedence. Nothing in this document, however, supersedes applicable laws and regulations unless a specific exemption has been obtained.

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3. DEFINITIONS

3.1 Acronyms used in this standard. The acronyms used in this standard are defined as follows:

AA	Assembly Area
A/C	Aircraft
AAM	Air-to-Air Missile
AAWC	Antiair Warfare Commander
ACA	Airspace Coordination Area
ACP	Air Control Point
ACV	Armored Combat Vehicle
AD	Air Defense
ADP	Automated Data Processing
AEW	Airborne Electronic Warfare
AEW	Airborne Early Warning
AF	Air Force
AGI	Auxilliary Group Intelligence
ANM	Acoustic Noise Monitor
APC	Armored Personnel Carrier
APOD	Aerial Port of Debarkation
APOE	Aerial Port of Embarkation
APP	Allied Procedures Publication
ASM	Antiship Missile
ASP	Ammunition Support Point
ASR	Alternate Supply Route
ASUW	Antisurface Warfare
ASW	Antisubmarine Warfare
ATAC	Air Transportable Acoustic Communications
BT	Bathythermograph
BSA	Brigade Support Area
C/S/A	CINC, Service, and Agency
C2	Command and Control
C3I	Command, Control, Communications, and Intelligence
C4I	Command, Control, Communications, Computers, and Intelligence
C4IFTW	C4I for the Warrior
CAP	Combat Air Patrol
CARP	Computed Air Release Point
CAS	Close Air Support
CASS	Command Activated Sonobuoy System
CATK	Counterattack
CCP	Communication Check Point
CFA	Covering Force Area

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CFL	Coordinated Fire Line
CGM	Computer Graphics Metafile
CID	Criminal Investigation Division
CIE	Commission Internationale de l'Eclairage
CINC	Commander in Chief
COLT	Combat Observation and Lasing Team
COMMZ	Communications Zone
CP	Check Point
CSAR	Combat Search and Rescue
DCA	Defensive Counter Air
DGZ	Designated Ground Zero
DIA	Defense Intelligence Agency
DICASS	Directional Command Activated Sonobuoy System
DIFAR	Directional Frequency Analysis and Recording
DISA	Defense Information Systems Agency
DLIC	Detachment Left-in-Contact
DLRP	Data Link Reference Point
DOD	Department of Defense
DODISS	Department of Defense Index of Specifications and Standards
DRPR	Drawing Practices
DTG	Date-Time Group
EA	Electronic Attack
EC	Electronic Combat
EO	Electro-optical
EP	Electronic Protection
EPW	Enemy Prisoner of War
ERP	Engineer Regulating Point
ES	Electronic Warfare Support
EW	Electronic Warfare
EZ	Extraction Zone
F/W	Fixed Wing
FAADEZ	Forward Area Air Defense Zone
FC	Fire Control
FCZ	Forward Combat Zone
FEBA	Forward Edge of the Battle Area
FLB	Forward Logistics Base
FLET	Forward Line of Enemy Troops
FLOT	Forward Line of Own Troops
FM	Field Manual
FO	Frame Optional
FSCL	Fire Support Coordination Line
GPS	Global Positioning System

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GSD	Graphical Situation Display
GZ	Ground Zero
HCI	Human Computer Interface
HFAC	Human Factors
HIDACZ	High-Density Airspace Control Zone
HL	Holding Line
H/MAD	High/Medium Altitude Air Defense
ICBM	Intercontinental Ballistic Missile
IFF	Identification, Friend or Foe
IFV	Infantry Fighting Vehicle
INST	Information Standards and Technology
IP	Initial Point
IRBM	Intermediate Range Ballistic Missile
ISB	Intermediate Staging Base
JAG	Judge Advocate General
JTIDS	Joint Tactical Information Distribution System
JPOTF	Joint Psychological Operations Task Force
JSEAD	Joint Suppression of Enemy Air Defenses
JSOTF	Joint Special Operations Task Force
LAB	Logistics Assault Base
LC	Line of Contact
LCCP	Large Communication Configured Package
LD	Line of Departure
LLTV	Low-Light Level Television
LLTR	Low-Level Transit Route
LOA	Limit of Advance
LOC	Lines of Communications
LOFAR	Low Frequency Analysis and Recording
LOTS	Logistics Over-The-Shore
LP	Linkup Point
LRP	Logistics Release Point
LRS	Long Range Surveillance
MAGTF	Marine Air-Ground Task Force
MBA	Main Battle Area
MC&G	Mapping, Charting, and Geodesy
MCM	Mine Countermeasures
MEDEVAC	Medical Evacuation
MEZ	Missile Engagement Zone
MICV	Mechanized Infantry Combat Vehicle
MOOTW	Military Operations Other Than War
MP	Military Police
MPA	Maritime Patrol Aircraft

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MRR	Minimum-Risk Route
MSD	Minimum Safe Distance
MSR	Main Supply Route
MTF	Medical Treatment Facility
NAI	Named Area of Interest
NATO	North Atlantic Treaty Organization
NBC	Nuclear, Biological, and Chemical
NFA	No-Fire Area
NFL	No-Fire Line
NIMA	National Imagery and Mapping Agency
NITFS	National Imagery Transmission Format Standard
NOTAM	Notice to Airmen
NTDS	Naval Tactical Data System
OBJ	Objective
OP	Observation Point; Observation Post
PAA	Position Area for Artillery
PDF	Principal Direction of Fire
PIM	Path of Intended Motion
PLD	Probable Line of Deployment
POD	Port of Debarkation
POE	Port of Embarkation
PP	Passage Point
PS	Personnel Services
PZ	Pickup Zone
QSTAG	Quadrupartite Standardization Agreement
R3P	Rearm, Refuel, and Resupply Point
RAA	Rear Assembly Area
RAOC	Rear Area Operation Center
RCZ	Rear Combat Zone
RES	Reserve
RFL	Restrictive Fire Line
RGB	Red, Green, Blue
RL	Report Line
RO	Range Only
RO/RO	Roll-on/Roll-Off
ROZ	Restricted Operations Zone
RP	Release Point
RPV	Remotely Piloted Vehicle
RV	Reentry Vehicle
S/SSM	Surface-to-Subsurface Missile
SAAFR	Standard use Army Aircraft Flight Route
SAM	Surface-to-Air Missile

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SAR	Search and Rescue
SFOB	Special Forces Operations Base
SIF	Selective Identification Feature
SIGINT	Signals Intelligence
SL	Start Line
SLBM	Sea-Launched Ballistic Missile
SOF	Special Operations Forces
SP	Starting Point
SP	Self-Propelled
SP	Strong Point
SPOD	Seaport of Debarkation
SPOE	Seaport of Embarkation
SSM	Surface-to-Surface Missile
SSMC	Symbology Standards Management Committee
STANAG	Standardization Agreement (NATO)
SWG	Symbology Working Group
SWG	Surface Warfare Group
TAACOM	Theater Army Area Command
TAI	Target Area of Interest
TCP	Traffic Control Point
TF	Task Force
TGT	Target
TOT	Time on Target
TV	Television
TWS	Track While Scan
UAV	Unmanned Aerial Vehicle
UF	Unframed
USA	United States Army
UWT	Under Water Telephone
UWTG	Under Water Tug
VLAD	Vertical Line Array Difar
V/STOL	Vertical/ Short Take Off and Landing
WFZ	Weapons Free Zone

3.2 Definitions used in this standard. Terms used in this document are defined as follows. The source of the definition is cited in parentheses.

a. Assumed friend - A track or contact which is assumed to be a friend because of its characteristics, behavior, or origin. (STANAG 1241)

b. Attribute - A distinctive feature or characteristic such as line, shape, color, texture (fill), edge, mass, and value.

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c. Battlespace - A warrior's battlespace is the total, fluid, dynamic environment within which mission-derived operational objectives are pursued.

d. C4IFTW - A vision or concept that when implemented, provides the warrior at any time and place with a fused, real-time, true representation of the warrior's battlespace.

e. Chromaticity - The aspect of color including the consideration of its dominant wavelength and purity.

f. Commission Internationale de l'Eclairage (CIE) - A color space chart widely used to describe the range of color seen by the human eye.

g. Contact - In air intercept, a term meaning, "Unit has an unevaluated target." (Joint Pub 1-02)

h. Engagement domain - An environment that primarily is based on the command and control of weapons systems and designed to facilitate rapid identification and judgment based on the need to engage or not to engage.

i. Engineering design symbology - Symbology used to design, plan, and develop engineering drawings in the chemical, electrical, civil, mechanical, and structural engineering fields.

j. Faker - A friendly aircraft simulating a hostile in an air defense exercise. (Joint Pub 1-02)

k. Fields - A defined area in which a limited combination of alphanumeric and other characters, indicators, and/or abbreviations are grouped/situated in an established way around a symbol/icon, line, area, point, or boundary and used for the purpose of providing additional information about the associated object or battlespace geometry.

l. Footcandle - The unit of measure of illumination. The amount of light emitted by a standard candle measured one foot away from the candle.

m. Footlambert - The unit of measure of intensity of reflected or emitted light (luminance). The average luminescence of any reflecting surface in footlamberts is the product of the illumination in footcandles by the luminous reflectance of the surface.

n. Force domain - An environment that is primarily based on the command and control (management of the battlespace) of units and forces.

o. Frame - The geometric border of a symbol that provides an indication of the affiliation, battle dimension, and status of a warfighting object.

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- 1241)
- p. Friend - A track or contact belonging to a declared friendly nation. (STANAG 1241)
 - q. Graphic - All products of the cartographic and photogrammetric art.
 - r. Hostile - A contact positively identified as enemy. (Joint Pub 1-02)
 - s. Icon - The innermost part of a symbol that provides a graphic representation of a warfighting object.
 - t. Indicator - One of several specific graphical additions to a symbol used to provide additional information pictorially vice textually.
 - u. Interoperability - The ability of systems, units, or forces to provide services to and accept services from other systems, units, or forces and to use the services so exchanged to enable them to operate effectively together. (Joint Pub 1-02)
 - v. Joker - A friendly track or contact acting as a "suspect" track for exercise purposes only. (STANAG 1241)
 - w. MC&G symbology - Symbology that represents natural and man-made features used in the production or display of maps, charts, and digital geospatial information.
 - x. Meteorological symbology - Symbology used in weather/climatic forecasting.
 - y. Modifier - Optional text or graphics that provide additional information about a symbol or tactical graphic.
 - z. Neutral - A track or contact whose characteristics, behavior, origin, or nationality indicate that it is neither supporting nor opposing friendly forces. (STANAG 1241)
 - aa. Pending - A track or contact for which identification is to be determined. (STANAG 1241)
 - ab. Signals Intelligence (SIGINT) - 1. A category of intelligence comprising either individually or in combination all communications intelligence, electronics intelligence, and foreign instrumentation signals intelligence, however transmitted. 2. Intelligence derived from communications, electronics, and foreign instrumentation signals. Also called SIGINT. (Joint Pub 1-02)
 - ac. Staff - A straight line used as a headquarters indicator in field S and used to connect that symbol with its location on a map, chart, or display. The free end of the staff indicates

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the location of the track or object.

ad. Status - A determination or declaration as to whether a track's or object's location or battlefield environment is existing/present or is planned/anticipated at the time that the symbology was generated or the time associated/presented with the symbology itself.

ae. Suspect - A track or contact which is potentially hostile because of its characteristics, behavior, origin, or nationality. (STANAG 1241)

af. Symbol - An object that presents information. (DOD Symbology Ad Hoc Working Group, 6 October 1994)

ag. Symbol ID code - An alphanumeric code based on a database structure that provides the minimum elements required to construct the basic icon and/or a complete symbol. (Joint Pub 1-02)

ah. Text - Words, alphanumeric information, and other ASCII characters used to define or further designate the meaning of a symbol.

ai. Track - A series of related contacts displayed on a plotting board. The actual path of an aircraft above, or a ship on, the surface of the earth.

aj. Unknown - 1. A code meaning information not available. 2. An unidentified target. An evaluated track or contact which has not been identified. (STANAG 1241)

ak. Warfighting symbology - Symbology used to plan and execute military operations in support of C4I functions.

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4. GENERAL REQUIREMENTS

4.1 Objective. The display of warfighting symbology has evolved from a static, manual operation to include fully automated computer generation. This evolution has resulted in the fielding of many system-specific symbology implementations by the CINCs/Services/Agencies (C/S/As) to meet the mission requirements of the warfighter. The "C4I for the Warrior" concept, signed by the Chairman of the Joint Chiefs of Staff in June 1992, brings together C4I functions to provide the warfighter with a seamless, real-time, true representation of the battlespace. The standardization of warfighting symbology shall play an integral role in achieving interoperability during joint service operations. While the primary focus of this standardization is the electronic generation of symbology, this effort must also support those mission requirements where symbology is hand-drawn by the warfighter. In addition, this standard is designed so that all essential symbology information can be communicated to the warfighter on either a monochrome (i.e., black, white, or single color) or multicolor-capable display.

4.2 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This chapter defines the general requirements for the two types of warrior symbology: icon-based symbols and tactical graphics. This chapter also provides an overview of symbology modifiers and identifiers and addresses the use of alternative symbology sets.

4.3 Icon-based symbols. An icon-based symbol is composed of a frame (geometric border), fill, and icon, as shown in figure 2.

4.3.1 Frame. The frame is the geometric border of a symbol which, when displayed, provides an indication of the affiliation, battle dimension, and status of a warfighting object. The frame is the border of the symbol and does not include associated material inside or outside of the border. The frame serves as the base to which other symbol components and modifiers are added. Though sometimes optional, in most instances, a frame surrounds an icon.

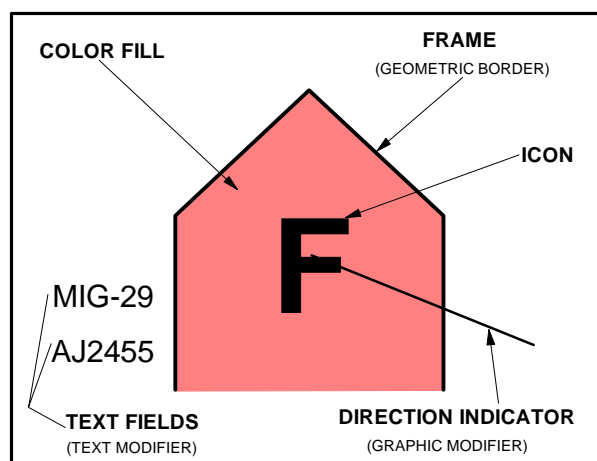


FIGURE 2. Symbol components.

4.3.2 Fill. The fill is the interior area within a symbol. If the fill is assigned a color, it provides redundant information about the affiliation of the object. If color is not used, the fill is transparent.

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4.3.3 Icon. The icon is the innermost part of a symbol which, when displayed, provides an abstract pictorial or alphanumeric representation of a warfighting object. The icon portrays the role or mission performed by the object. This standard distinguishes between icons that must be framed or unframed and icons where framing is optional. Information about framing is provided in paragraph 5.3.3 and appendix C; framing requirements for individual icons are presented in appendix D.

4.4 Tactical graphics. Tactical graphics provide operational information that cannot be presented via icon-based symbols alone. These graphics portray unit boundaries, special area designations, and other unique markings related to battlespace geometry and necessary for battlefield planning and management (see appendix E).

4.5 Symbol modifiers. A modifier is an optional text field or graphic indicator that provides additional information about the associated symbol or tactical graphic. This standard defines various types of modifiers and indicates where each is to be placed in relation to a symbol or tactical graphic, see 5.5.

4.6 Symbol ID code. A symbol ID code is an alphanumeric code that can be used to transfer the information required to generate and display symbols and tactical graphics. The coding scheme used in this identifier is explained in detail in appendix B.

4.7 Use of special symbol sets. While the symbology provided in this standard is intended to address the C4I information needs of the warfighter, it is expected that information from other operational domains will need to be displayed in order to accurately portray the battlespace. Many of these other domains have published symbology standards or other documents addressing information requirements that parallel the ones addressed here. Although these other domains are outside the scope of the current document, it is desirable to make the symbology that they publish available with the current document. As a result, appendix F contains symbology of potential interest to the users of the document. The content of this appendix is maintained by an operational community other than the SSMC and is not under configuration management by this group. The symbology included in appendix F is not harmonized with the current standard and may be inconsistent with the requirements concerning warfighting symbology presented here.

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5. DETAILED REQUIREMENTS

5.1 Objective. To promote interoperability at the information level within the area of warfighting symbology, it is necessary to define a standard set of rules for symbol construction and generation to be implemented in C4I systems. The rules in this standard are considered to be the minimum necessary to ensure that information about warfighting symbology is exchanged successfully across service and organizational boundaries. These rules are not intended to direct any one system implementation or to constrain the manner in which the symbology is used.

5.2 Organization. This section provides the detailed requirements concerning symbology composition and display considered essential to achieve interoperability. Display rules are provided which allow the degree of complexity of the resulting symbology to be tailored to operational requirements and system capabilities. Additional implementation guidance is provided in appendix C.











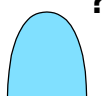

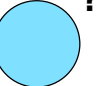
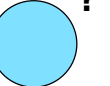
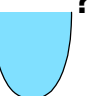
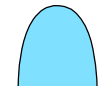










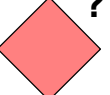
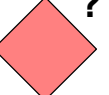
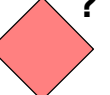
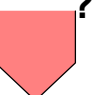
5.3 Icon-based symbols. The components of an icon-based symbol provide information about the affiliation, battle dimension, status, and mission of a warfighting object.

5.3.1 Frame (geometric border). When a frame is included in a symbol, its shape shall indicate the affiliation, battle dimension, and status of the object being represented. Table II provides the approved frame shapes that present affiliation and battle dimension for warfighting symbology. A frame can be black or off-white depending on display background, or it can be colored, using the default colors in table C-II, to provide redundant information about affiliation. Information on display options is presented in paragraph 5.6.1 and appendix C.

5.3.1.1 Affiliation. Affiliation refers to the threat of the warfighting object being represented. The basic affiliation categories are unknown, friend, neutral, and hostile. A quatrafoil frame shall be used to denote unknown affiliation, a circle or rectangle frame to denote friend affiliation, a square frame to denote neutral affiliation, and a diamond frame to denote hostile affiliation. A question mark (?) in field E (see table I and figure 3a) or embedded within the frame (see table I) indicates the uncertainty of an object's identification and shall identify the symbol as assumed friend, suspect, or pending. The letter J or K in field E is used to accommodate special exercise requirements and shall identify the symbol as joker or faker. Each of these affiliation categories is defined in paragraph 3.2. The codes for affiliation in the symbol ID code are included in appendix B.


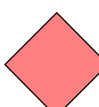
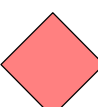
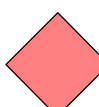











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TABLE I. Affiliations and battle dimensions.

BATTLE DIMENSION	AIR/SPACE	SURFACE			SUBSURFACE
		LAND		SEA SURFACE	
AFFILIATION		UNITS	EQUIPMENT		
PENDING (YELLOW)					
UNKNOWN (YELLOW)					
ASSUMED FRIEND (CYAN)					
FRIEND (CYAN)					
NEUTRAL (GREEN)					
SUSPECT (RED)					

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TABLE I. Affiliations and battle dimensions (cont'd).

BATTLE DIMENSION	AIR/SPACE	SURFACE			SUBSURFACE
		LAND		SEA SURFACE	
AFFILIATION		UNITS	EQUIPMENT		
HOSTILE (RED)					
JOKER (RED)	 J	 J	 J	 J	 J
FAKER (RED)	 K	 K	 K	 K	 K

Notes: 1) Frames displayed with solid lines, as shown above, indicate status as present, i.e. position is as provided.
 2) Frames in the above table shall be displayed with a dashed outline border to represent a planned or anticipated position status.











5.3.1.2 Battle dimension. Battle dimension defines the primary mission area for the warfighting object within the battlespace. An object can have a mission area above the earth's surface (i.e., in the air or outer space), on the earth's surface, or below the earth's surface. If the mission area of an object is on the earth's surface, it can be either on land or sea. The land dimension includes those mission areas on the land surface or close to the surface (e.g., land mines and underground shelters), whereas the sea surface dimension includes only those objects whose mission area is on the sea surface. The subsurface dimension includes those objects whose mission area is below the sea surface (e.g., submarines and sea mines). The codes for battle dimension in the symbol ID code are presented in appendix B. To clarify which battle dimension should be used for a given object, maritime surface units shall be depicted in the sea surface dimension, aircraft shall be depicted in the air/space dimension, and ground equipment shall be depicted in the land dimension. An aircraft or an aircraft unit that is comprised of aircraft only, regardless of service ownership, shall be depicted in the air dimension. For example, an Army or Marine helicopter squadron is a maneuvering unit (i.e., a unit whose ground support assets are included) and is represented in the land dimension. Likewise, a landing craft whose primary mission is ferrying personnel or equipment to and from shore is a maritime unit and is represented in the sea surface

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dimension. However, a landing craft whose primary mission is to fight on land is a ground asset and is represented in the land dimension. As shown in table I, a closed frame shall be used to denote the land and sea surface dimension, a frame open at the bottom to denote the air/space dimension, and a frame open at the top to denote the subsurface dimension.

5.3.1.3 **Status.** Status refers to whether a warfighting object exists at the location identified (status is "present") or will in the future reside at that location (status is "planned or anticipated"). The symbol frame will be a solid line when indicating present status and a dashed line when indicating anticipated or planned status (see table II). Planned status cannot be shown when the symbol is unframed or is displayed as a dot (see 5.6.1). The codes for status in the symbol ID code are provided in appendix B.

TABLE II. Present and planned status.

BATTLE DIMENSION	AIR/SPACE	SURFACE			SUBSURFACE
		LAND		SEA SURFACE	
STATUS		UNITS	EQUIPMENT		
PRESENT POSITION (P)					
ANTICIPATED OR PLANNED (A)					

5.3.2 **Fill.** If color is used in a symbol, it shall indicate affiliation. In framed symbols, color shall provide a redundant cue with regard to affiliation. In unframed symbols, color shall be the sole indicator of affiliation, excluding text modifiers. Table C-II defines the default colors that shall be used to designate affiliation when colored symbols are either hand-drawn or displayed electronically. This standard allows deviations from the default when systems require the capability to make distinctions among multiple types of forces, equipment, boundaries, etc. (e.g., to differentiate among coalition forces assigned a friend affiliation).

5.3.3 **Icon.** In order to decide on the common warfighting symbology in this standard, it was necessary to identify the full range of C4I information required by the warfighter at the command level. The taxonomy used in this standard was adapted from one presented in STANAG 4420 and then extended to address information related to ground units. Due to the fact that the

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taxonomy was organized hierarchically, the detailed information it contained provided a logical structure from which to generate a set of icons representing warfighting objects. The information hierarchy is presented in appendix A, and the mapping of warfighting icons to the hierarchy is included in appendix D. The icons in appendix D shall be used whenever a system displays any of the warfighting objects for which an icon is provided. Not all information about objects can be related to a specific affiliation or battle dimension; therefore, it is possible to have an object represented by an icon alone. Appendix D indicates whether an icon shall be framed or unframed or whether framing is optional. Military ships, both sea surface and subsurface, military aircraft, military units, and installation icons are always associated with an affiliation and battle dimension and so shall be framed. Only those icons specifically identified as unframed or frame optional shall be displayed without a frame.

5.4. Tactical graphics. Tactical graphics include tasks, control measures, points, lines, areas, aviation maneuver graphics, deception graphics, offense maneuver graphics, special maneuver graphics, mobility/survivability, fire support graphics, combat service support, command and control, and operations other than war, and can be combined with icons and symbol modifiers to display operational information. The definition and placement of tactical graphics are addressed in appendix E. The graphics in this appendix shall be used whenever a system displays any of the operational information for which a graphic is provided. Default color for tactical graphics will be black or white, depending on display background.

5.5 Symbol modifiers. The field title, description, and maximum length of allowable modifiers are presented in table III, and the default placement of modifiers in fields around the symbol or tactical graphic is shown in figures 3a through 3c. Figure 3a addresses units, installations, and equipment; the placement of modifiers in this figure applies to all units regardless of battlespace dimension. Figure 3b applies to points, areas, lines, and boundaries. Figure 3c addresses NBC events. In figure 3b, certain fields can be displayed more than once within a graphic. The unnumbered fields should be filled before the numbered fields, (i.e., fields W, H, and T should be used before fields W1, H1, and T1). As indicated in table III, not all modifiers are applicable to all symbols or graphics. However, when any modifier is displayed, it shall be defined in accordance with the contents of this table and positioned in accordance with figures 3a through 3c. When transmitted to other systems, symbols and their modifiers can be exchanged using the USMTF GRAPHREP Message.

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TABLE III. Symbol modifier field definitions.

Field	Field Title	Description	Units	Equipment	Installations	Points	Areas	Lines	Boundary Lines	Nuclear	Bio	Chem	Field Type
A	Symbol Indicator	Area occupied by frame, fill, and icon	G	G	G	G	G	G	G	G	G	G	G
B	Size Indicator	A symbol that denotes the size of a unit (see table B-II) and nuclear detonation (in kilotons)	10	2	G	-	-	-	10	6	-	-	T/G
C	Quantity of Equipment	Indicates number of items present	-	9	-	-	-	-	-	-	-	-	T
D	Task Force Indicator	A bracket placed over the Size Indicator to denote a Task Force (see figure 3a and figure 4)	G	-	-	-	-	-	-	-	-	-	G
E	Suspect, Assumed Friend, Faker, Joker	Question mark (?) : Suspect, Assumed Friend, "J" : Joker, "K" : Faker	1	1	1	-	-	-	-	-	-	-	T
F	Reinforced or Detached	(+) for reinforced, (-) for reduced, (±) reinforced and reduced	3	-	-	-	-	-	-	-	-	-	T
G	Staff Comments	Free text	20	20	20	-	-	-	-	-	-	-	T
H	Additional Information	Free text	20	20	20	20	20	-	-	20	20	20	T
J	Evaluation Rating	One letter and one number (see Note b below)	2	2	2	-	-	-	-	-	-	-	T
K	Combat Effectiveness	Unit : effectiveness Installations : capability	5	-	5	-	-	-	-	-	-	-	T
L	Signature Equipment	! for detectable electronic signatures (hostile equipment only)	-	1	-	-	-	-	-	-	-	-	T

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TABLE III. Symbol modifier field definitions (cont'd).

Field	Field Title	Description	Units	Equipment	Installations	Points	Areas	Lines	Boundary Lines	Nuclear	Bio	Chem	Field Type
M	Higher Formation	Number or title of higher echelon command (corps are designated by Roman numerals)	21	-	-	-	-	-	-	-	-	-	T
N	Hostile (Enemy)	Equipment, lines, areas, and boundaries: indicate hostile by letters "ENY"	-	3	-	-	3	3	3	-	-	-	T
P	IFF/SIF	Identification modes and codes	5	5	5	-	-	-	-	-	-	-	T
Q	Direction of Movement Indicator	Units, equipment, installations: direction object is moving or will move Nuclear: downwind direction	4	4	4	-	-	-	-	4	4	4	T/G
R	Mobility Indicator	Pictorial representation of mobility	-	G	-	-	-	-	-	-	-	-	G
S	Headquarters Staff indicator/location offset indicator	Identifies unit as a headquarters or used to indicate location or to de-clutter	G	G	G	-	-	-	-	-	-	-	G
T	Unique Designation	An alphanumeric title that uniquely identifies a particular symbol; track number Nuclear: delivery unit (missile, aircraft, satellite, etc.)	21	21	21	-	-	-	35	15	-	-	T
V	Type of Equipment	Equipment: Identifies class or type rather than unique designation Nuclear: Weapon type	-	24	-	-	-	-	-	20	-	-	T
W	Date/Time Group (DTG)	Alphanumeric field for date/time (DDHHMMSSZMONY Y) (MIL-STD-2500)	14	14	14	14	14	14	-	14	14	14	T

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TABLE III. Symbol modifier field definitions (cont'd).

Field	Field Title	Description	Units	Equipment	Installations	Points	Areas	Lines	Boundary Lines	Nuclear	Bio	Chem	Field Type
X	Altitude/Depth	Altitude portion of GPS; Flight level for aircraft. Depth for submerged objects; Height in feet of equipment or structures on the ground	6	6	6	-	-	-	-	6	6	6	T
Y	Location	Latitude and longitude	19	19	19	19	19	19	19	19	19	19	T
Z	Speed	Speed (refer to MIL-STD-6040 for abbreviations)	8	8	8	-	-	-	-	-	-	-	T
AA	Special C ² headquarters	Name of a special C ² headquarters	9	-	-	-	-	-	-	-	-	-	T/G
AB	Feint/Dummy indicator	Bracket placed over a unit to show that it is a feint or dummy unit	G	G	G	-	-	-	-	-	-	-	G

Footnote: a. Dash (-) inside boxes indicates nonapplicable.

b. Field J, Evaluation Rating: **RELIABILITY RATINGS:** **A**-completely reliable, **B**-usually reliable, **C**-fairly reliable, **D**-not usually reliable, **E**-unreliable, **F**-reliability cannot be judged. **CREDIBILITY RATINGS:** **1**-confirmed by other sources, **2**-probably true, **3**-possibly true, **4**-doubtfully true, **5**-improbable, **6**-truth cannot be judged. The scale 1 to 6 does not represent progressive degrees of accuracy. Recognition must be given to the rating represented by the numeric symbol. Although both letters and numerals are used to indicate the evaluation of an item of information, they are independent of each other. (See FM 34-3, Intelligence Analysis, March 1990, pages 2-13 through 2-17 for complete definitions of evaluation ratings.)

c. Field Type: T = text; G = graphic.

d. Field Y: WGS - 84 is a mandated standard (MIL-STD 2401) which allows an unambiguous representation of positional information. Many mapping, charting, and geodetic products produced by other agencies and governments are not referred to the WGS - 84. Parameters to transform these products to WGS - 84 are part of this standard.

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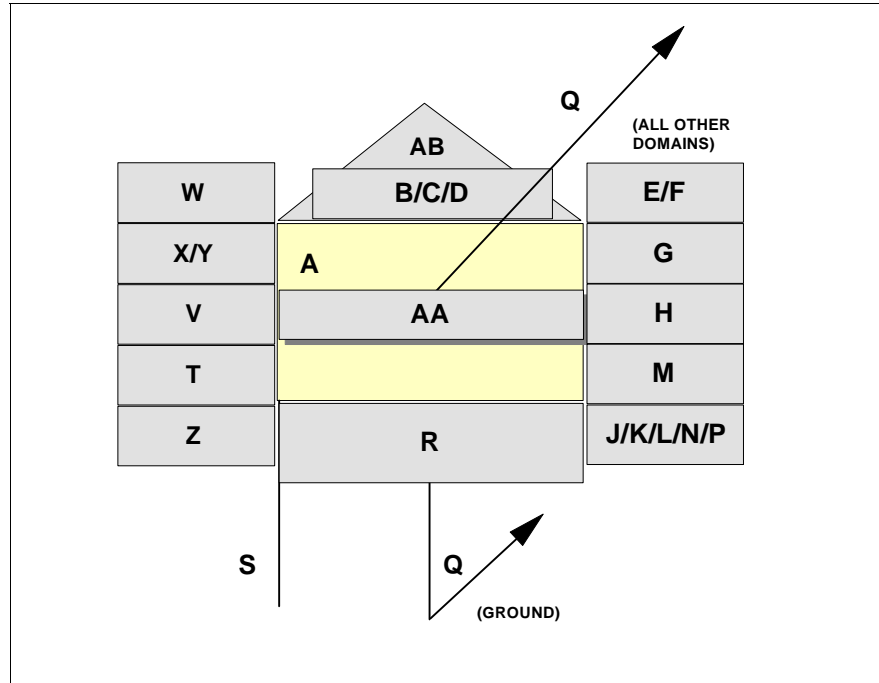


FIGURE 3a. Field positions for units, installations, and equipment.

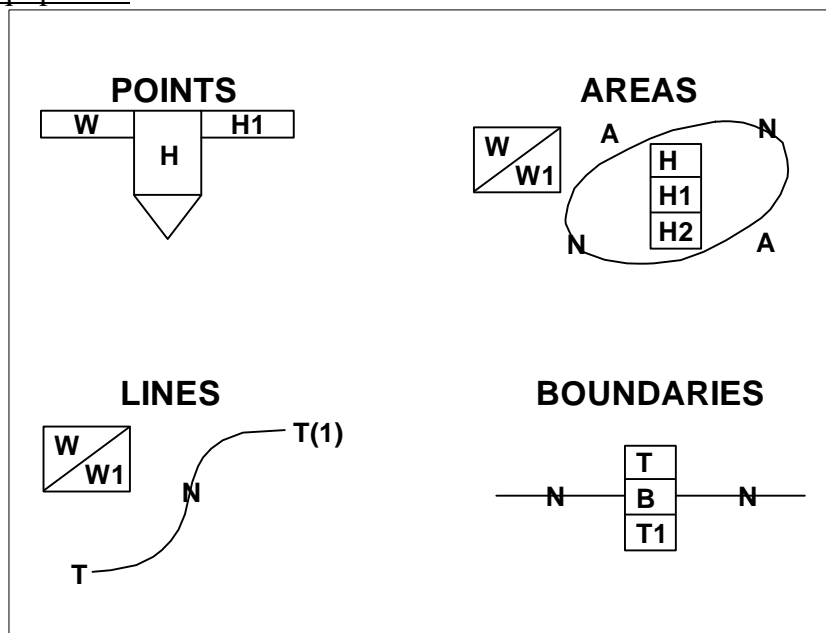
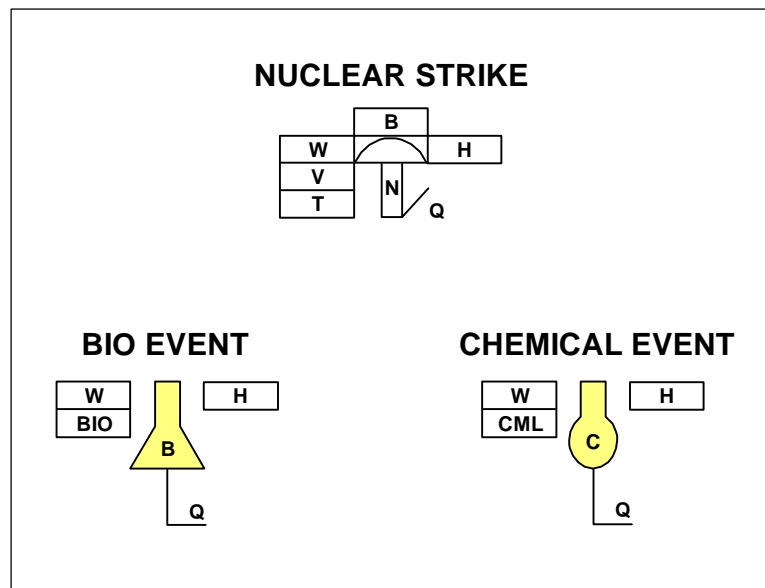


FIGURE 3b. Placement of modifiers for points, areas, lines and boundaries.

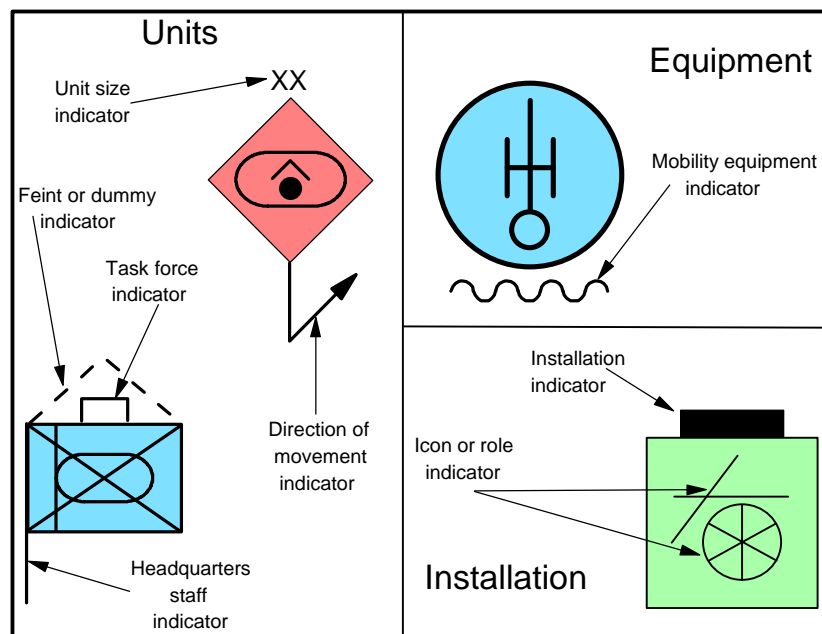
Note: For lines, field T is the line designator (see table E-1) along with the designated line name if available.

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FIGURE 3c. Placement of modifiers for NBC events.

Note:

- (1) NBC fields are defined in table III.
- (2) See table D-I for icon information.
- (3) See table C-II for default color presentation.

FIGURE 4. Symbol modifiers.

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5.5.1 Indicators. Indicators can be used with both framed and unframed symbols and with tactical graphics. An example of each type of symbol modifier is given in figure 4. Implementation guidance, where available, is provided in appendix C.

5.5.1.1 Direction of movement. The direction of movement indicator is an arrow or staff identifying the direction of movement or intended movement of an object. This indicator is identified as field Q in table III and positioned as shown in figures 3a, 3c, and 4. For land symbols, the indicator is a bent arrow extending downward from the bottom center of the frame or icon and pointing in the direction of movement (see figures 3a and 4). For all other symbols, the indicator is an arrow extending from the center of the frame or icon and pointing in the direction of movement (see figure 3a). For NBC events, the indicator is one or two lines indicating the downwind direction (see figure 3c).





5.5.1.2 Size/mobility. The size indicator provides a graphic representation of size, as shown in table IV. It is identified as field B in table III and positioned as shown in figures 3a, 3c, and 4. Size indicators are also used in tactical graphics, as discussed in appendix E. Indicator codes for size are listed in appendix B. The mobility indicator indicates the mobility of an object, as shown in figure 4, and is used for equipment only. This indicator identifies mobility other than that intrinsic to the equipment itself. For example, the symbol for a self-propelled howitzer moving by train would include a railway mobility indicator, while the symbol for a tank or other tracked vehicle would not contain any mobility indicator. The mobility indicator is identified in field R of table III and depicted as shown in figures 3A and 4.

TABLE IV. Size indicator.

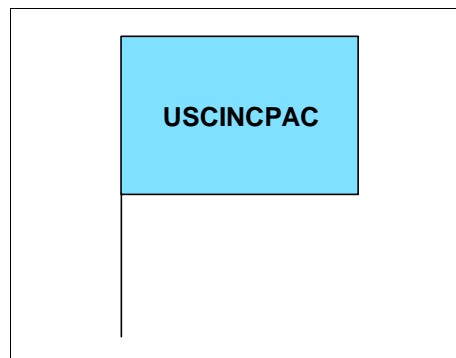
Indicator	Description
∅	Team/Crew
•	Squad
••	Section
•••	Platoon/Detachment
I	Company/Battery/Troop
II	Battalion/Squadron
III	Regiment/Group
X	Brigade
X X	Division
X X X	Corps
X X X X	Army
X X X X X	Army Group/Front
X X X X X X	Region

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TABLE V. Status indicators.

Indicator	Description
	Installation
	Task Force
	Feint/Dummy
	Headquarters staff

5.5.1.3 Headquarters staff. The headquarters staff indicator identifies a unit as a headquarters. The indicator is a line extending downward from the left side of the frame. This indicator is identified as field S in table III and positioned as shown in figures 3a and 4. The indicator may be extended in special circumstances to indicate a new or newly named C2 headquarters. This special indicator is identified as field AA and positioned as shown in figure 5.

FIGURE 5. Special C² headquarters symbol.

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5.5.1.4 Task force. The task force indicator identifies units as a task force. It is represented by a bracket in field B as shown in figures 3a and 4. Task force codes are provided in appendix B.

5.5.1.5 Location. Objects shall be located in accordance with paragraph 5.6.3. The location offset indicator is used when placing an object away from its actual location. This indicator is a line extending downward from the left side of a frame or icon, with the end point of the line indicating the location of the symbol. This indicator is identified as field S in table III and positioned as shown in figures 3a and 4. Actual location (field Y) is given in latitude and longitude.

5.5.1.6 Feint/dummy. The feint or dummy indicator identifies an offensive unit intended to draw the enemy's attention away from the area of the main attack. The indicator is depicted in figure 4 and represented in field AB.

5.5.2 Text. Table III defines the specific content of each text-based symbol modifier. Air/space and sea track numbers are included in field T and positioned as shown in figures 3a through 3c. Staff comments and additional information are contained in fields G and H, with the content of these fields being implementation-specific so long as the maximum number of characters in each field is not exceeded.

5.6 Display. The following rules relate to the construction of warfighting symbology and apply to those display requirements necessary to achieve interoperability in joint service operations. Additional guidance concerning symbology implementation is provided in appendix C.

5.6.1 Symbol display options. C4I systems differ in their operational requirements concerning the amount of information about a warfighting object that needs to be displayed. As a result, this document standardizes those symbology elements required to achieve interoperability in information presentation, but allows flexibility in the symbol components and modifiers that are displayed to the warfighter. Display options available range from complex (i.e., symbols include frame, fill, and icon) to primitive (i.e., symbols rendered as dots that denote the presence of an object at a specific location). Table V provides examples of display options that can be used in color and monochrome displays and can either be hand-drawn or computer-generated. Systems can select one or more display options for implementation based on operational requirements and display capabilities. If multiple options are available, the warfighter may be allowed to choose a single option for rendering all symbols or to select different options based on the affiliation or battle dimension of the object and the amount of information required. For example, the warfighter may choose to display minimal information about friendly objects (displaying these symbols as dots) and maximal information about potential threats (displaying these symbols with frame, fill, and icon).

5.6.2 Arrangement of symbol modifiers. When symbol modifiers are displayed, the symbol itself should be centered within field A (see figure 3a), and the position of all modifiers should remain the same whether the symbol is framed or unframed. While the relative placement of the fields should be maintained, implementation and size constraints within a system may require fields to be offset or not displayed. Text modifiers placed to the left of the symbol should be right justified, and text placed to the right should be left justified. When multiple text modifiers are





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displayed in a single field (e.g., E/F or J/K/L/N/P), they shall be ordered as shown in figure 3a and separated by a single space, and the spaces assigned to unused modifiers shall be collapsed to bring the text as close to the symbol as possible. Text modifiers placed above the symbol should be bottom justified and centered. Text below a symbol should be top justified and centered.

5.6.3 Plotting. The plotting of symbols shall be based on the object's geometric center. The geometric center indicates the general vicinity of the center of mass of an object. If a location offset indicator is displayed with a symbol, the base of the indicator shall indicate the object's location. If a group of objects is displayed at one location, the group may be enclosed with a bracket and the location of that group identified with a location indicator. Other display options for reducing clutter when symbols overlap or are co-located are considered to be implementation-specific. The positional accuracy of symbology plotting is also considered implementation-specific.





5.6.4 Symbol orientation. The frame and icon in framed symbols shall be displayed in the orientation illustrated in appendix D. Equipment in the land battle dimension can be rotated to face the direction of movement only when the symbol is unframed.

TABLE VI. Example of display option hierarchy.

Display Option Example	Attributes
	Frame: ON (black or white depending on background) Fill: ON (use default color indicating affiliation) Icon: ON (black or white)
	Frame: ON (use default color indicating affiliation) Fill: OFF Icon: ON (use default color indicating affiliation)
	Frame: ON (black or white depending on background) Fill: OFF Icon: ON (black or white) Comments: Default option for monochrome implementation; replace black/white with the colors available in this implementation.
	Frame: OFF (none) Fill: OFF Icon: ON (use default color indicating affiliation)

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TABLE VI. Example of display option hierarchy.

Display Option Example	Attributes
	Frame: ON (use default color indicating affiliation) Fill: OFF Icon: OFF (none)
	Frame: ON (monochrome system) Fill: OFF Icon: OFF (none)
	Frame: OFF (none) Fill: ON (use default color indicating affiliation) Icon: OFF (none)
	Frame: OFF (none) Fill: OFF (none) Icon: OFF (none) Comments: Use only to indicate location of symbol.

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APPENDIX A

SYMBOL HIERARCHY

A.1 GENERAL

A.1.1 Scope. Appendices D, E, and F contain warrior icon, tactical graphic, and weather sets generated to support common warfighting symbology. These appendices are graphic representations of the symbol hierarchy of those sets. These appendices are a mandatory part of this standard. The information contained herein is intended for compliance.

A.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

A.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

A.4 SYMBOL HIERARCHY

A.4.1. Common warfighting symbology hierarchy. The flowcharts representing the symbol hierarchy of those icon sets generated to support common warfighting symbology are broken down to best show individual sections of the hierarchy. Each track, space, air, ground, sea surface, sea subsurface, and special operations forces, is graphically represented to the lowest level.

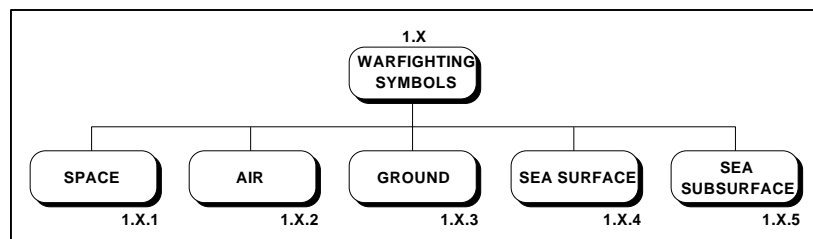


FIGURE A-1. Warfighting symbols.

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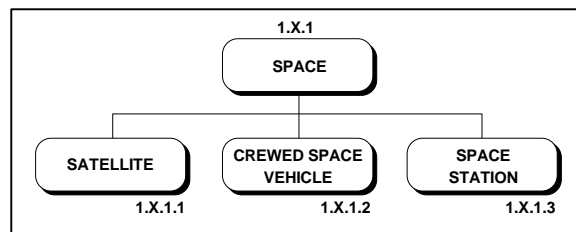


FIGURE A-2. Space track.

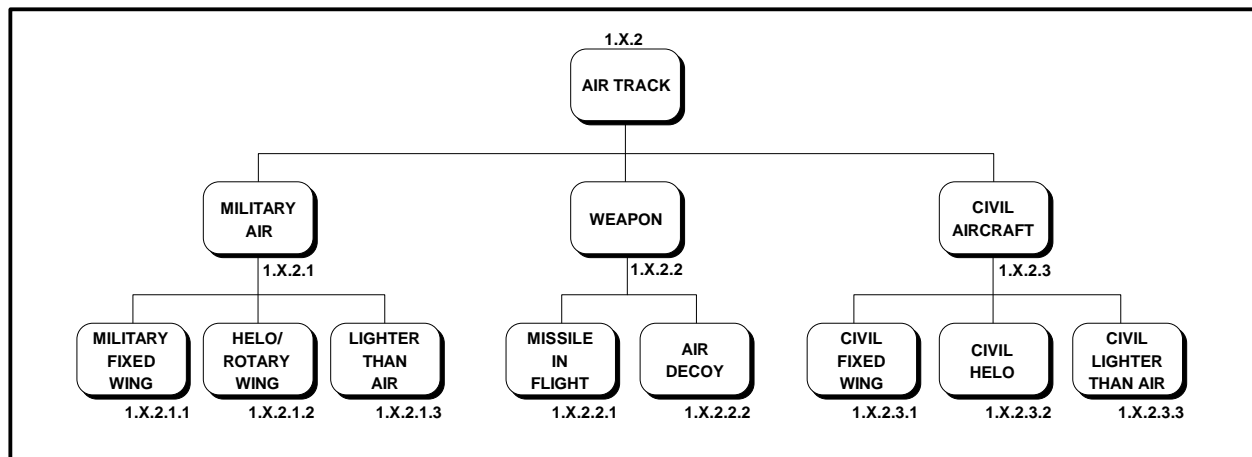
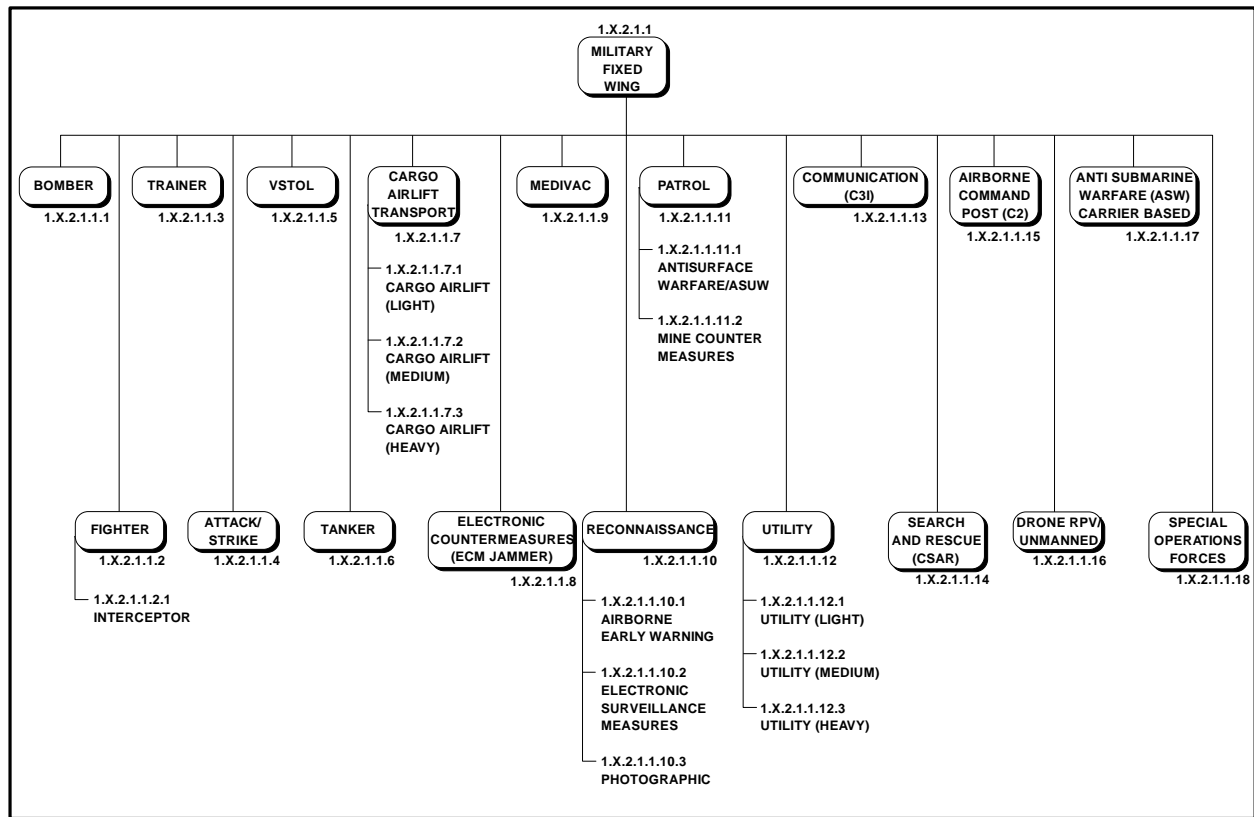


FIGURE A-3. Air track.

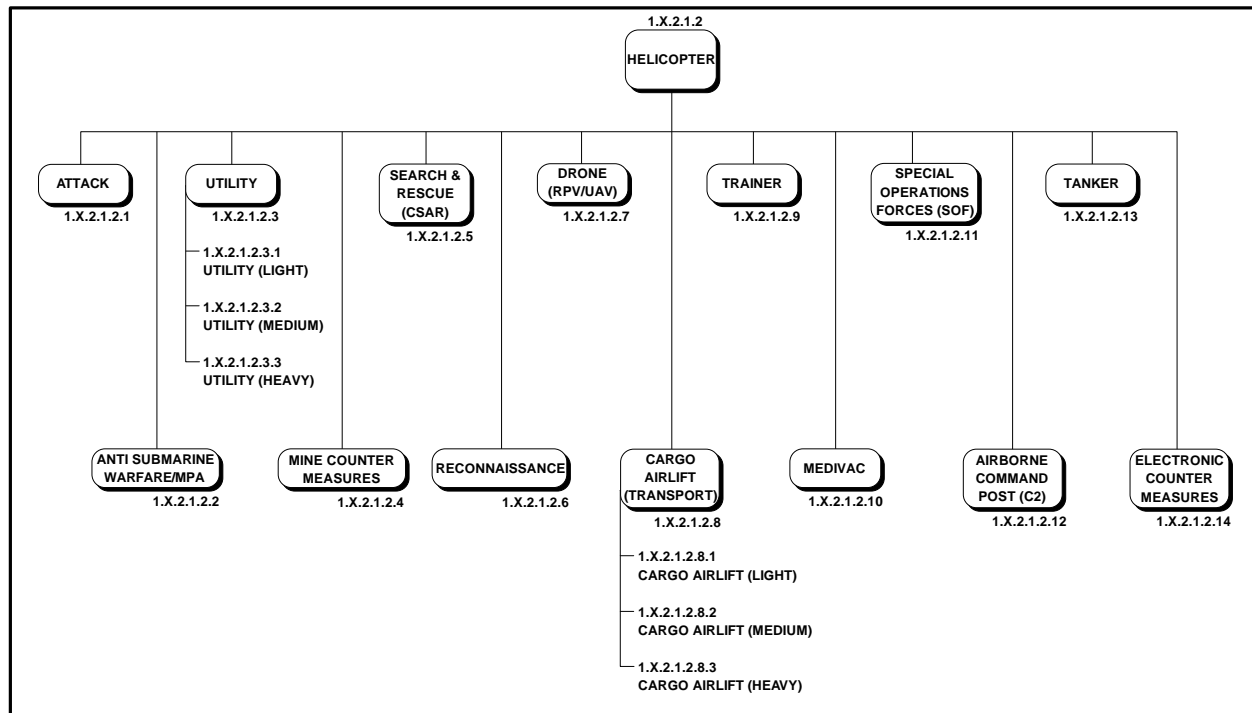
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FIGURE A-4. Air track (military fixed wing).

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FIGURE A-5. Air track (helicopter).

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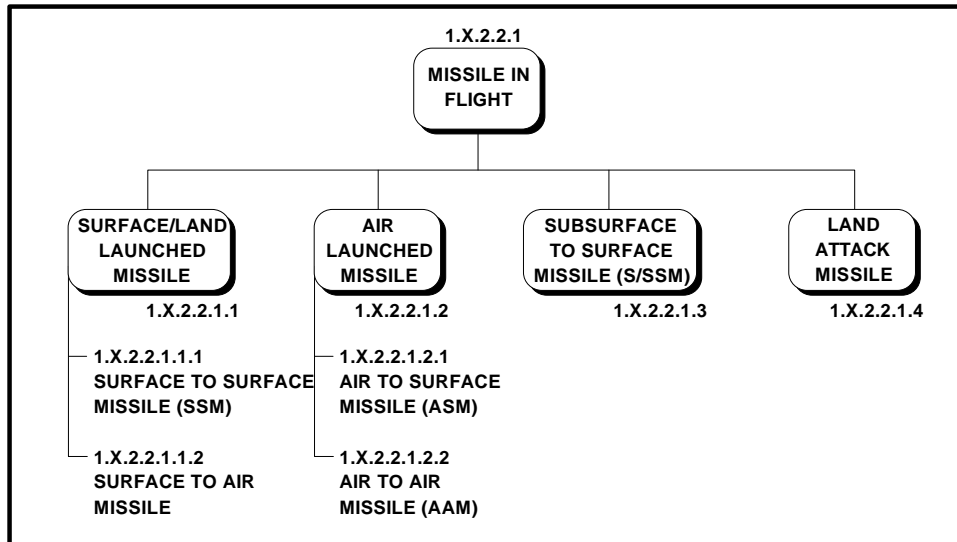


FIGURE A-6. Air track (missile in flight).

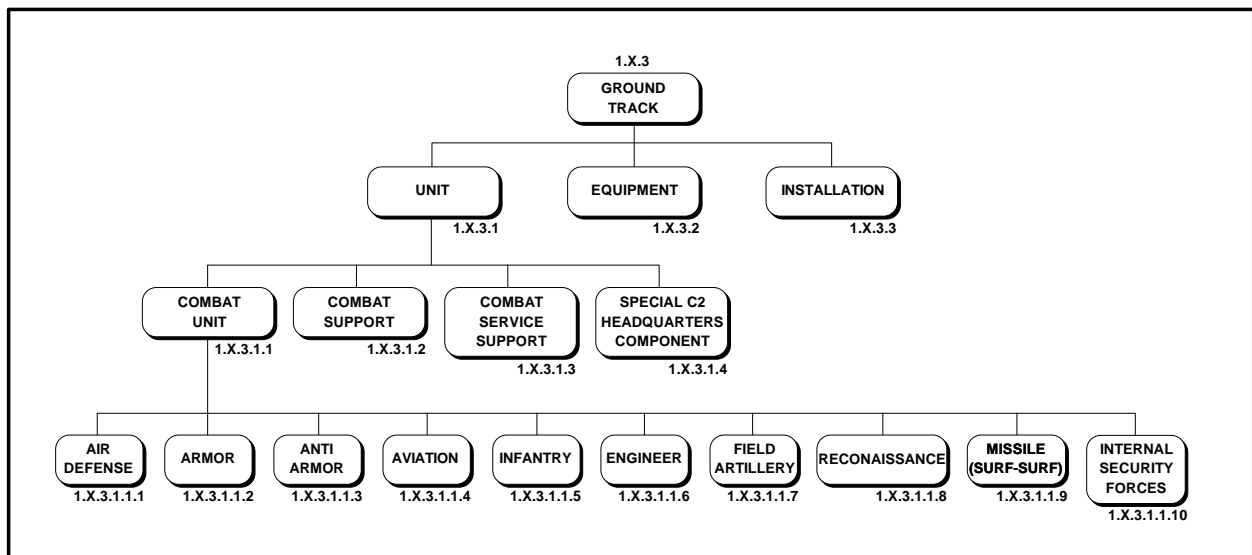


FIGURE A-7. Ground track.

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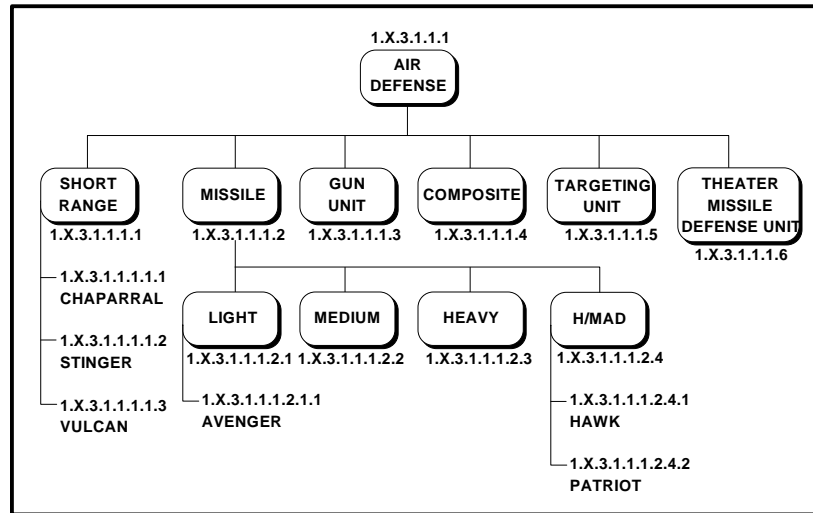


FIGURE A-8. Ground track (air defense).

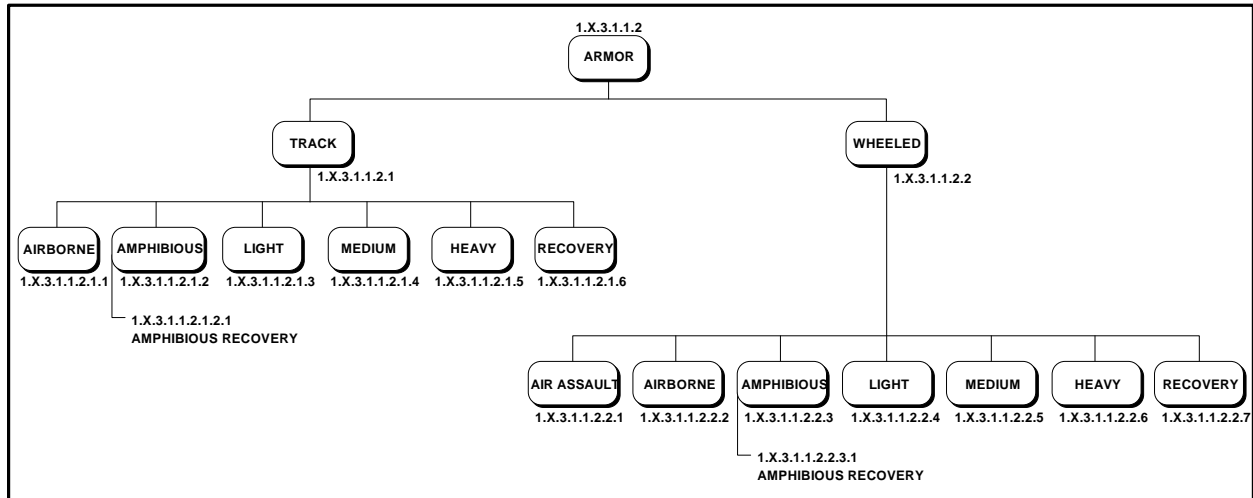


FIGURE A-9. Ground track (armor).

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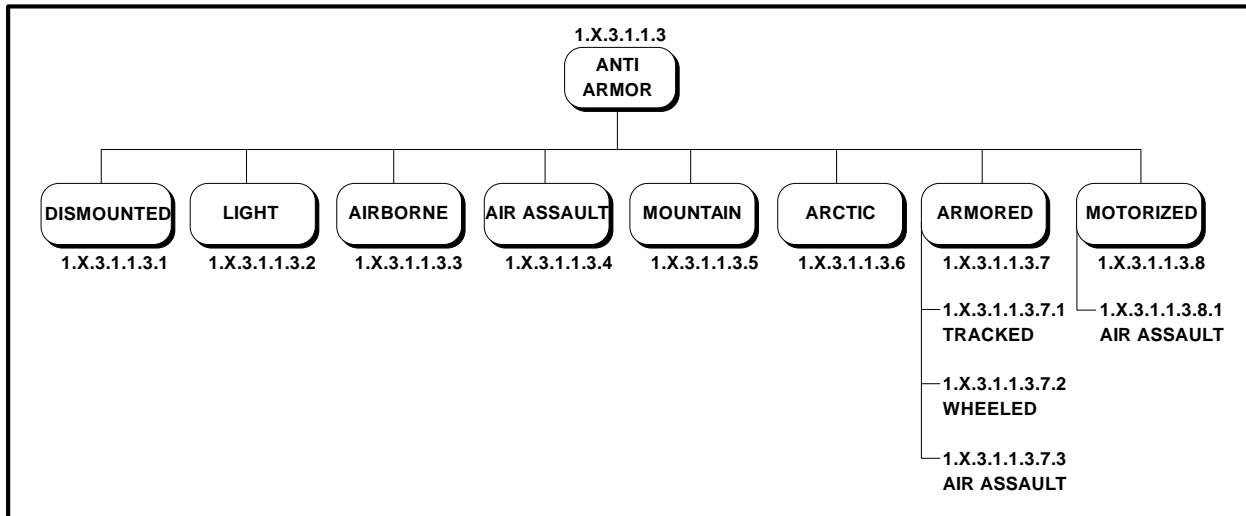


FIGURE A-10. Ground track (anti armor).

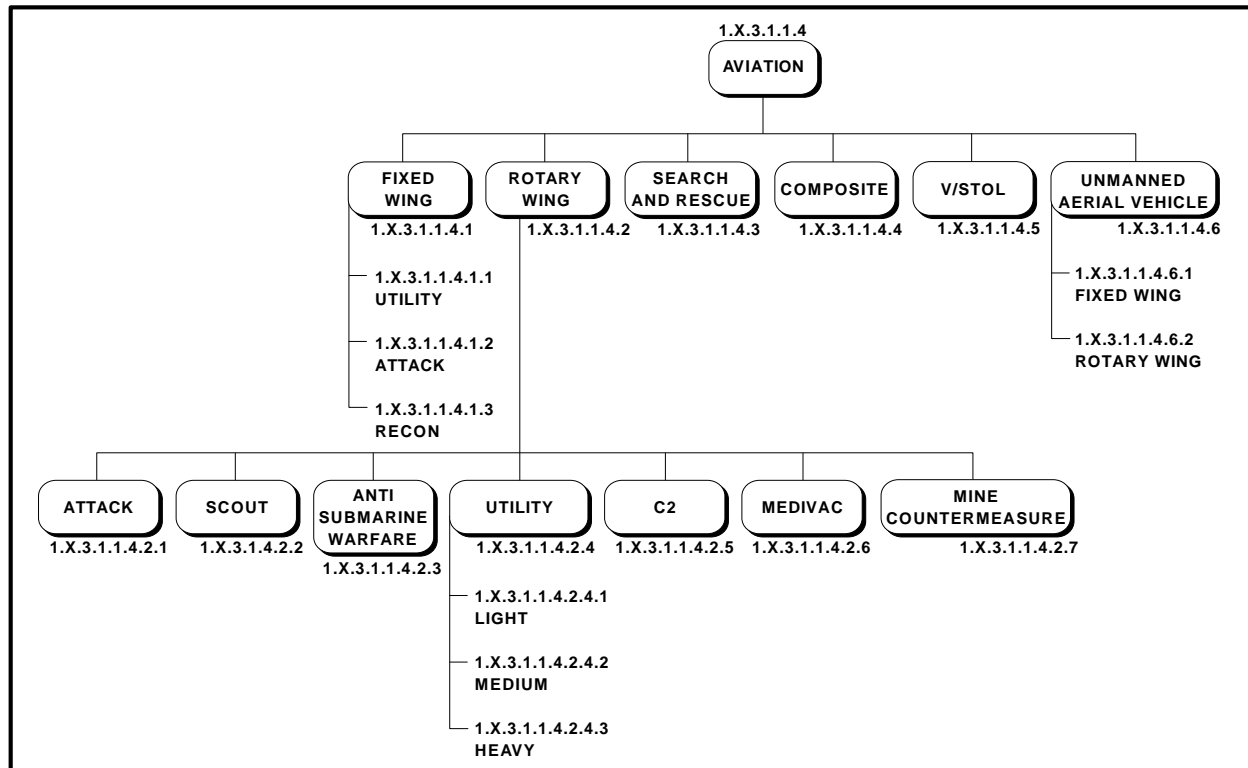


FIGURE A-11. Ground track (aviation).

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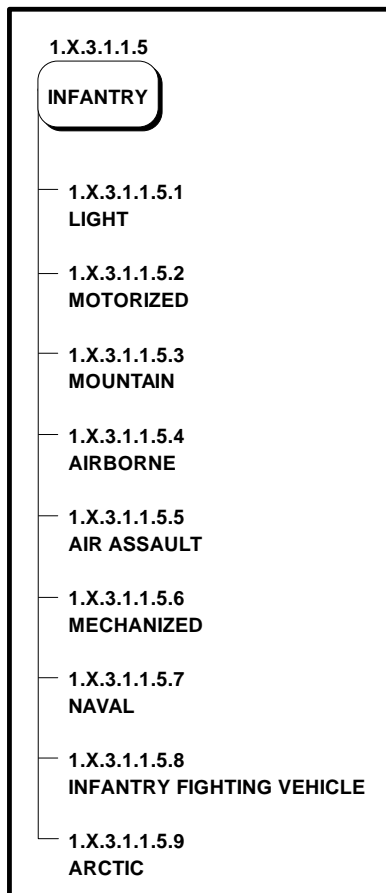


FIGURE A-12.
Ground track (infantry).

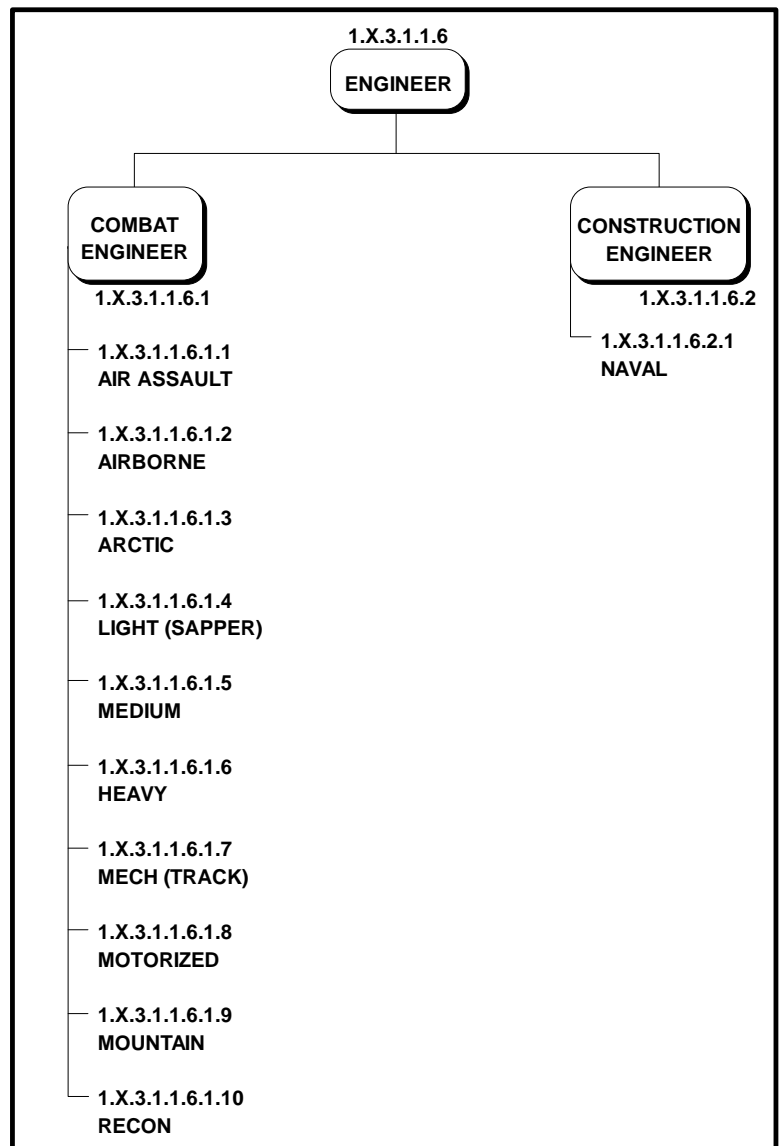


FIGURE A-13. Ground track (engineer).

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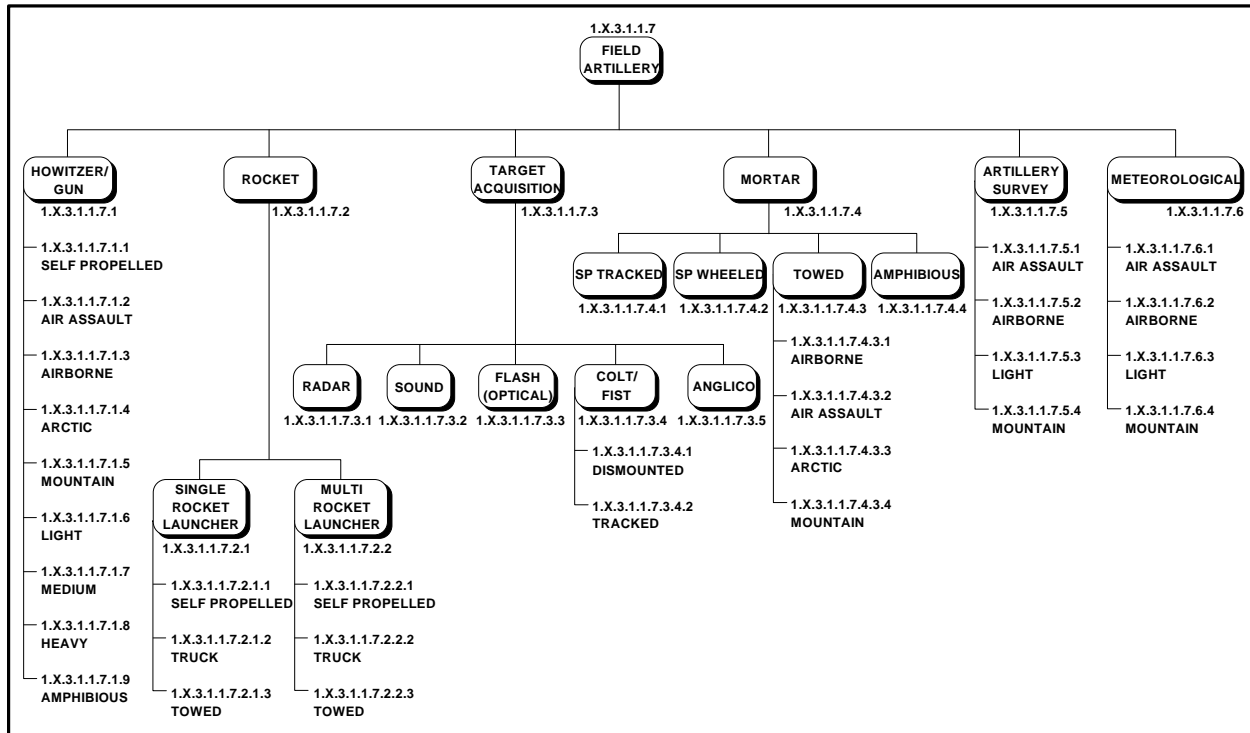


FIGURE A-14. Ground track (field artillery).

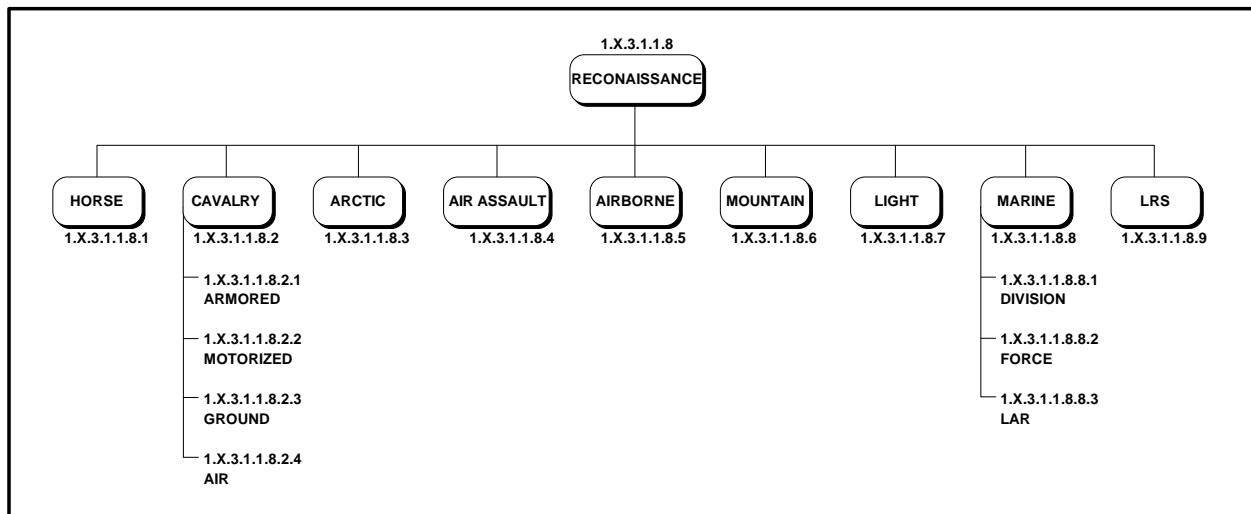


FIGURE A-15. Ground track (reconnaissance).

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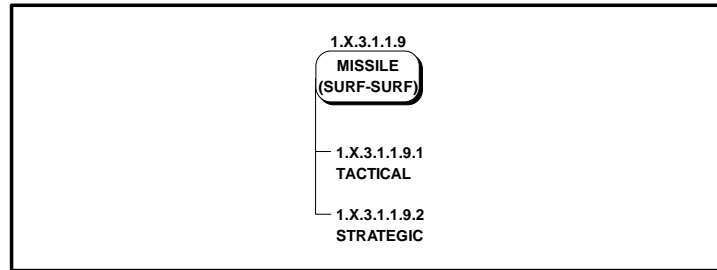


FIGURE A-16. Ground track (missile surf-surf).

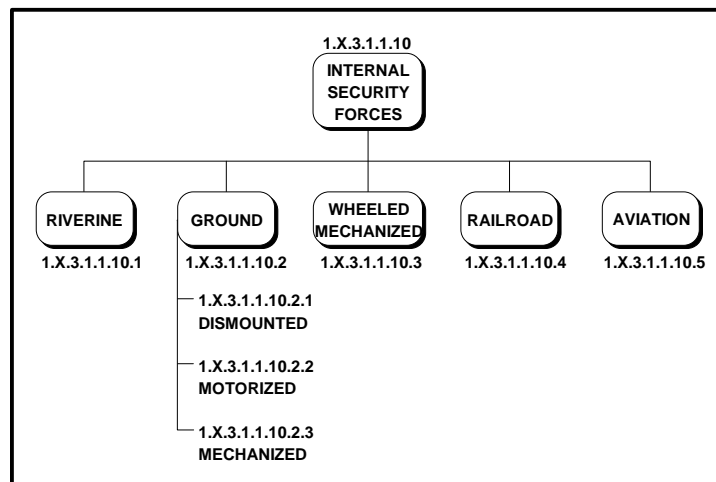


FIGURE A-17. Ground track (internal security forces).

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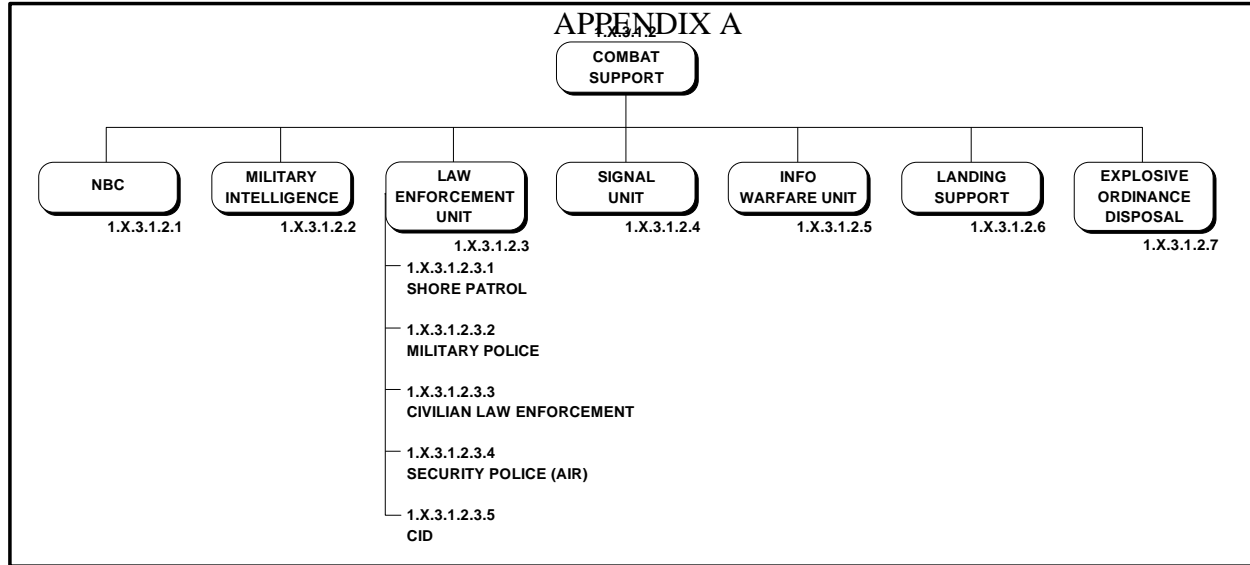


FIGURE A-18. Ground track (combat support).

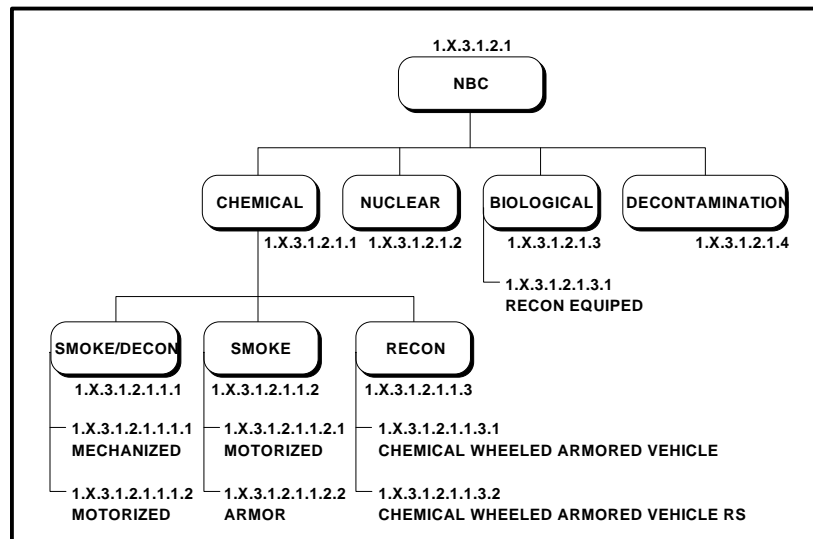


FIGURE A-19. Ground track (NBC).

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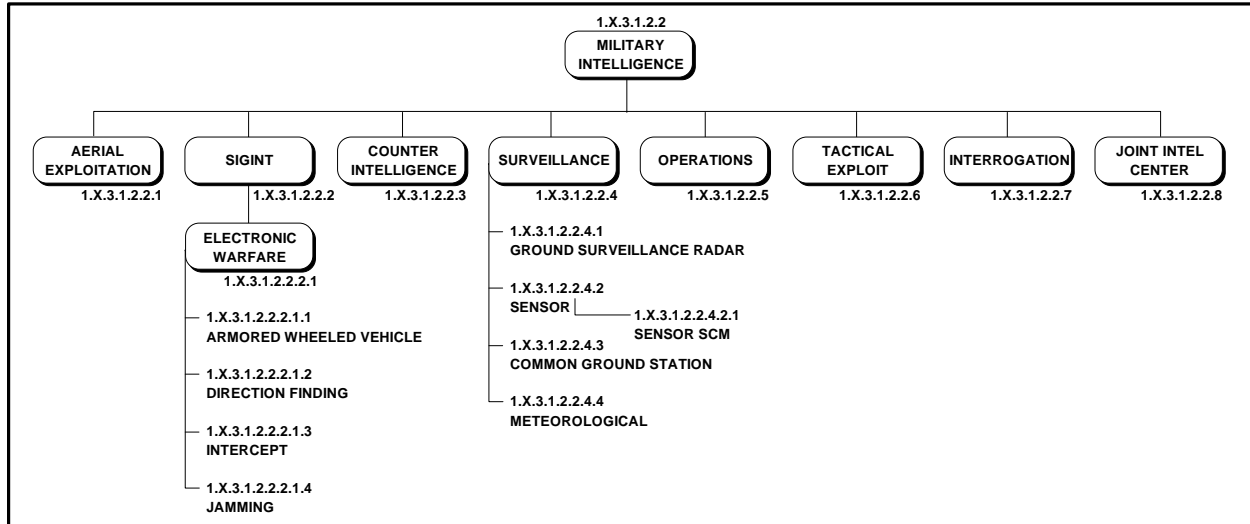


FIGURE A-20. Ground track (military intelligence).

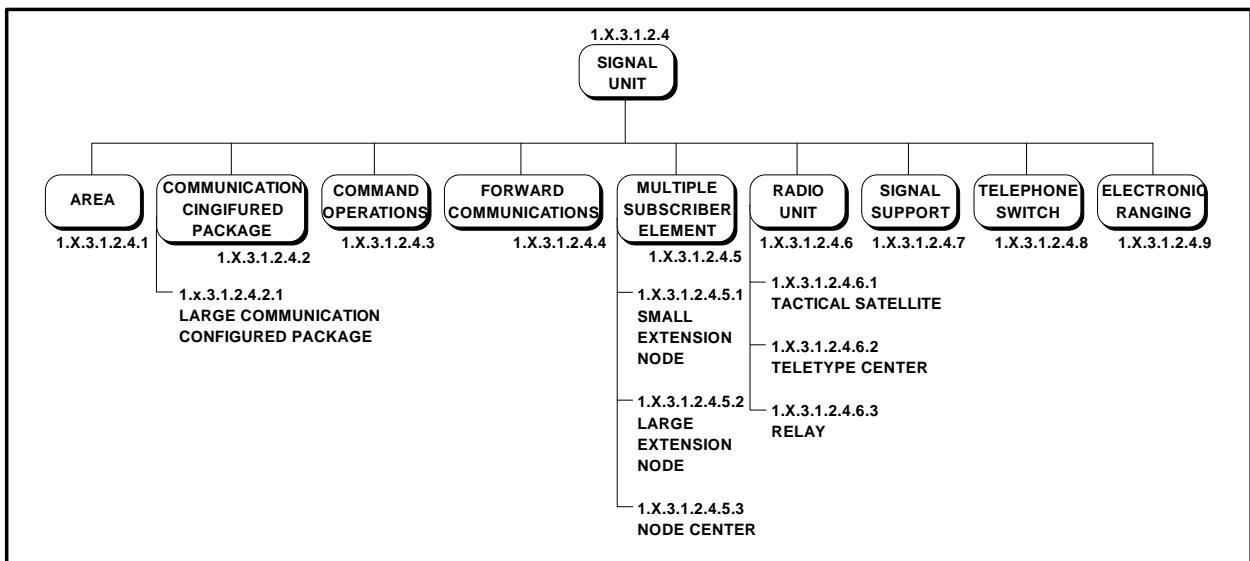
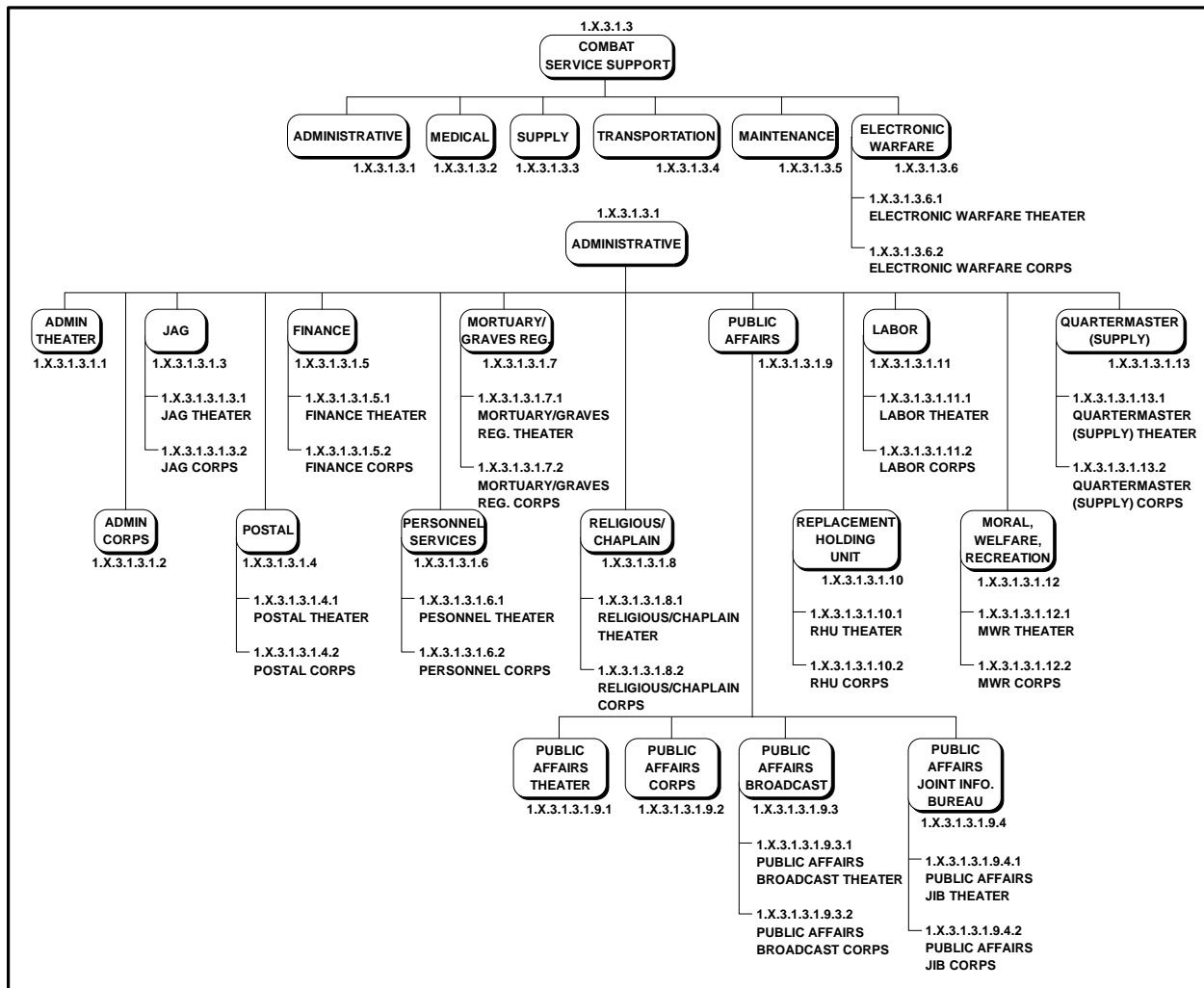


FIGURE A-21. Ground track (signal unit).

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FIGURE A-22. Ground track (combat service support).

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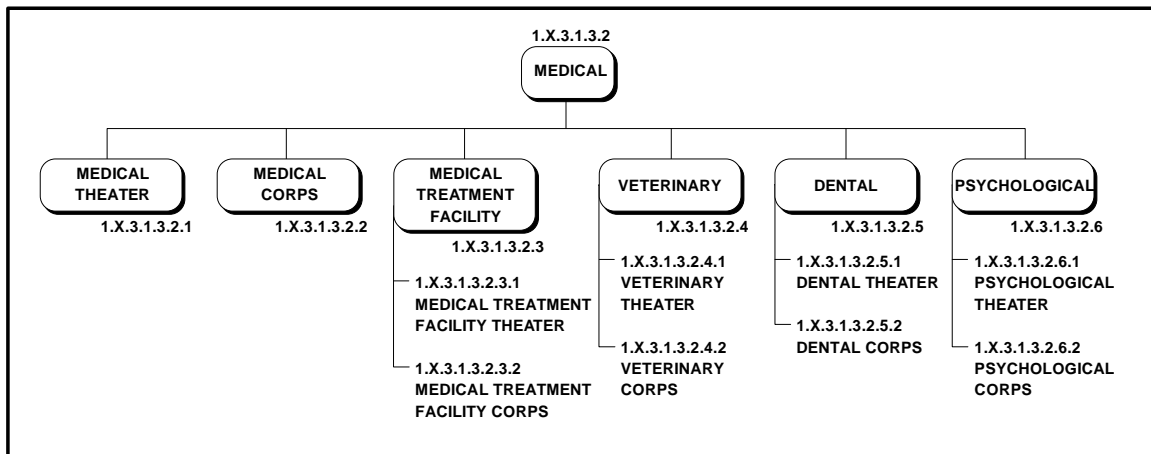


FIGURE A-23. Ground track (medical).

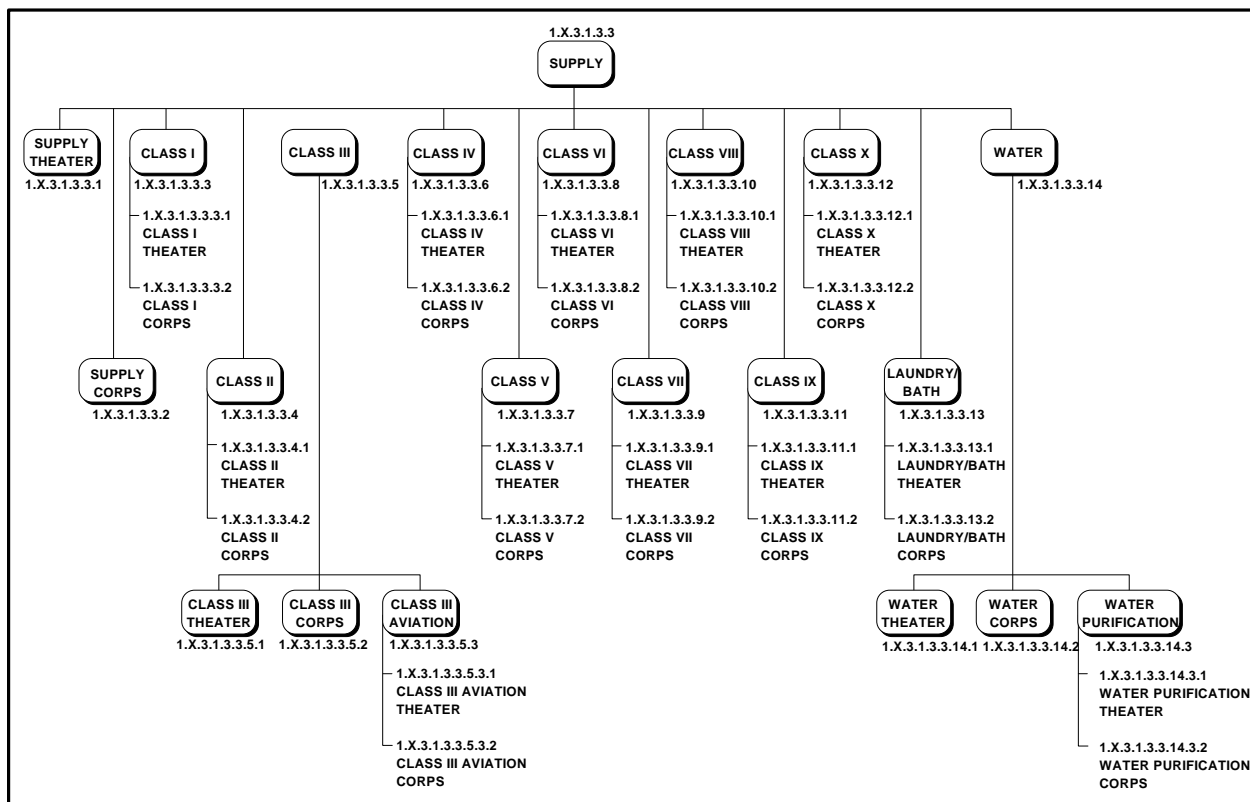


FIGURE A-24. Ground track (supply).

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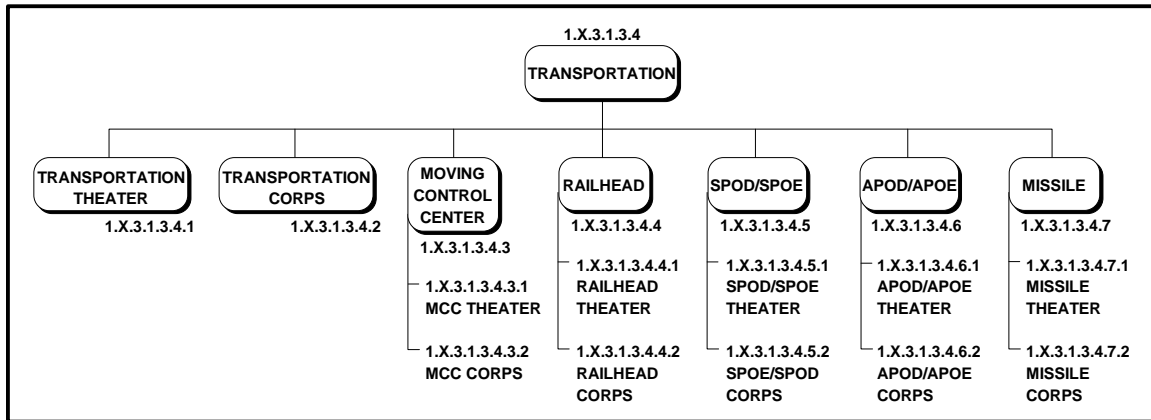


FIGURE A-25. Ground track (transportation).

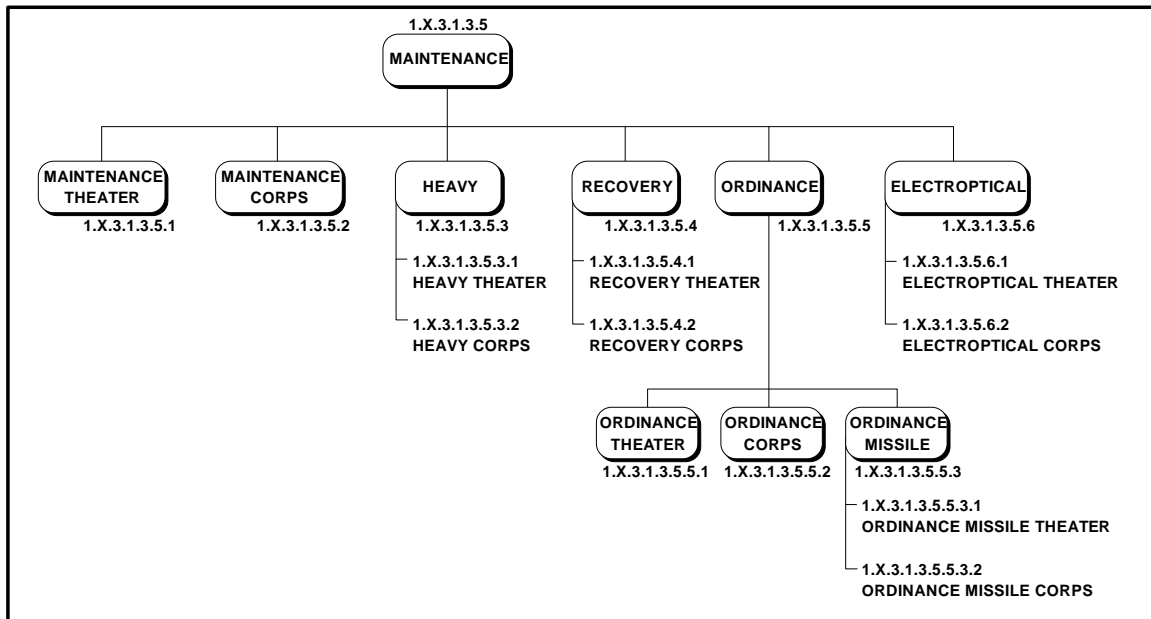
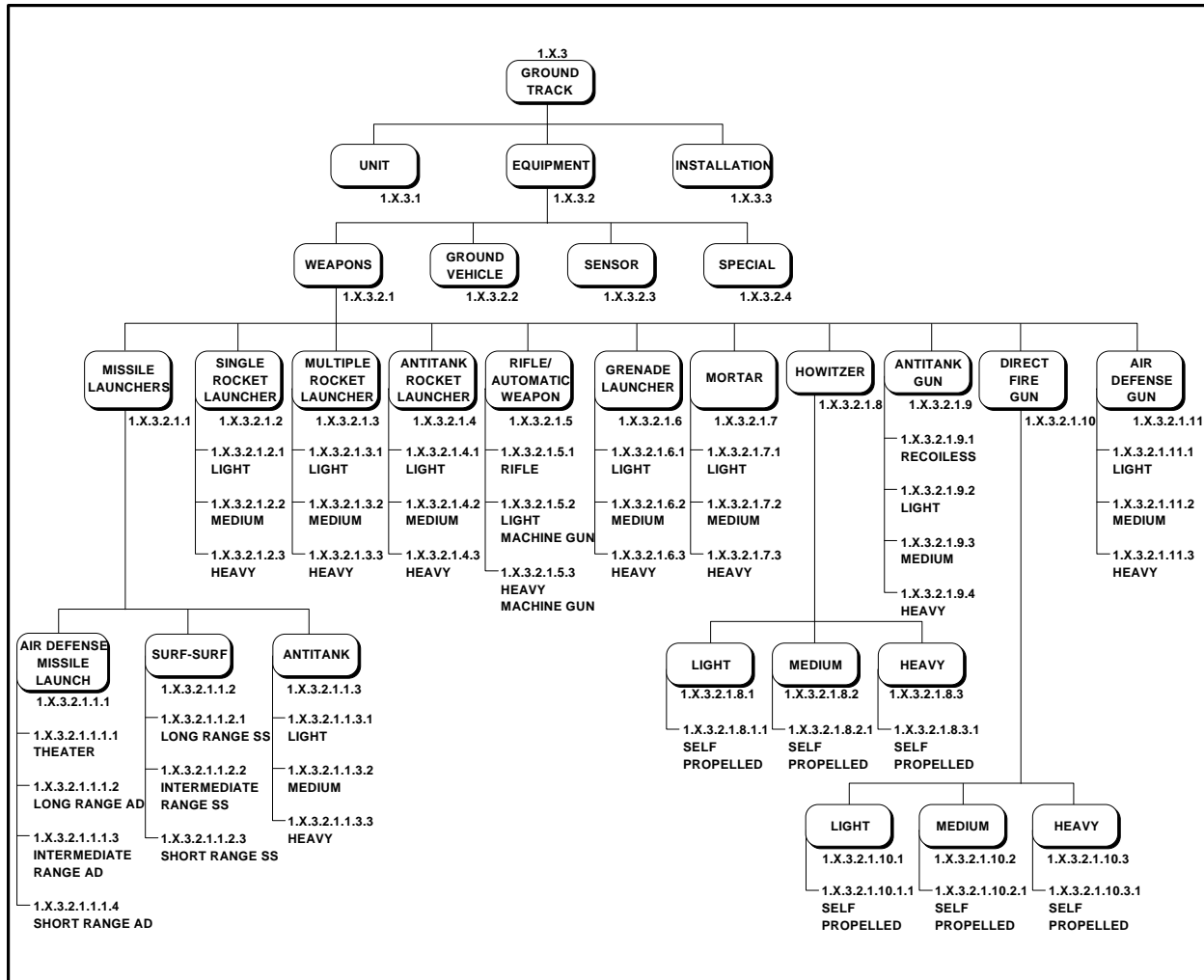


FIGURE A-26. Ground track (maintenance).

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FIGURE A-27. Ground track (weapons).

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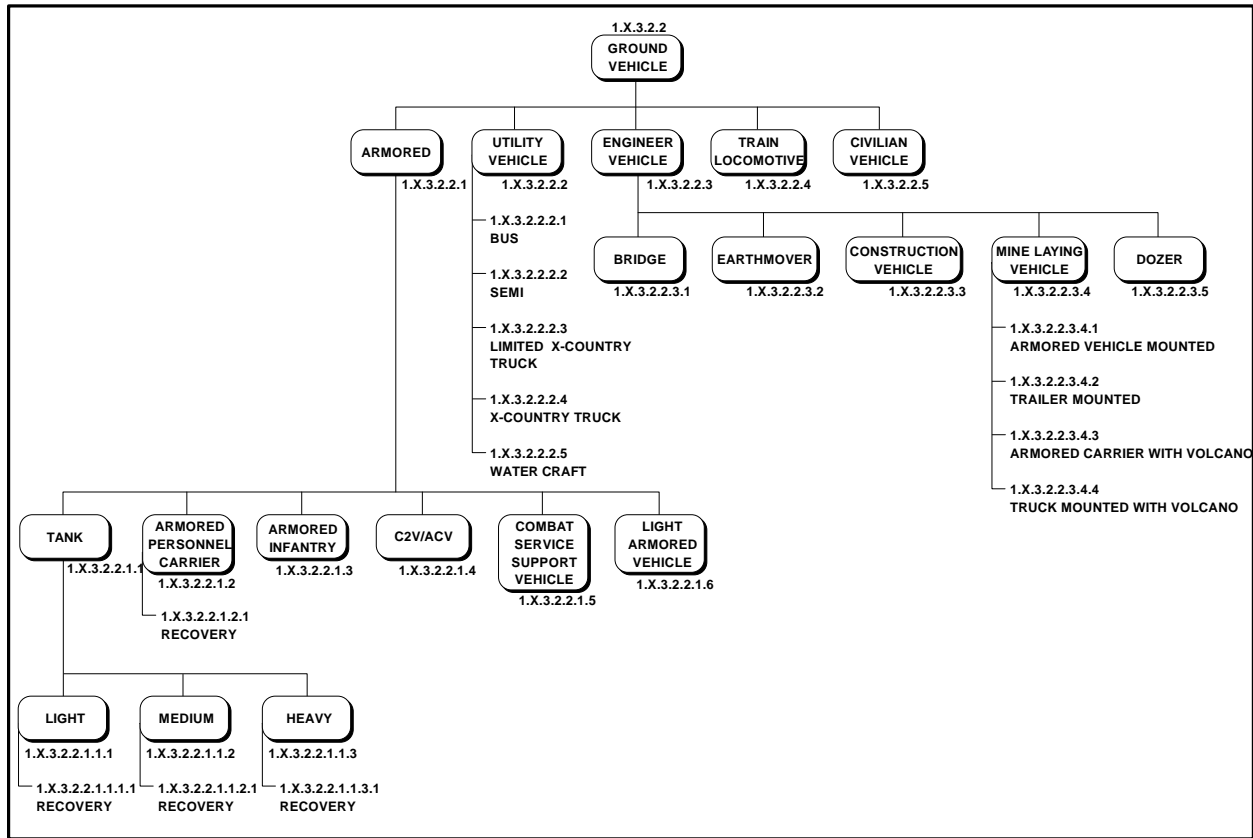


FIGURE A-28. Ground track (ground vehicle).

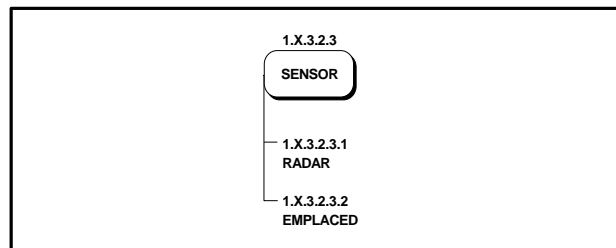


FIGURE A-29. Ground track (sensor).

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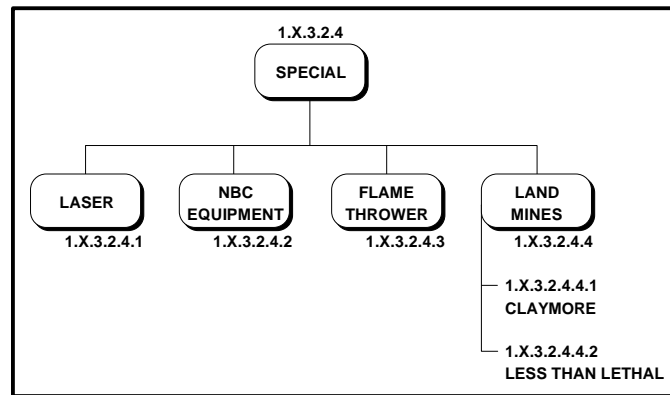


FIGURE A-30. Ground track (special).

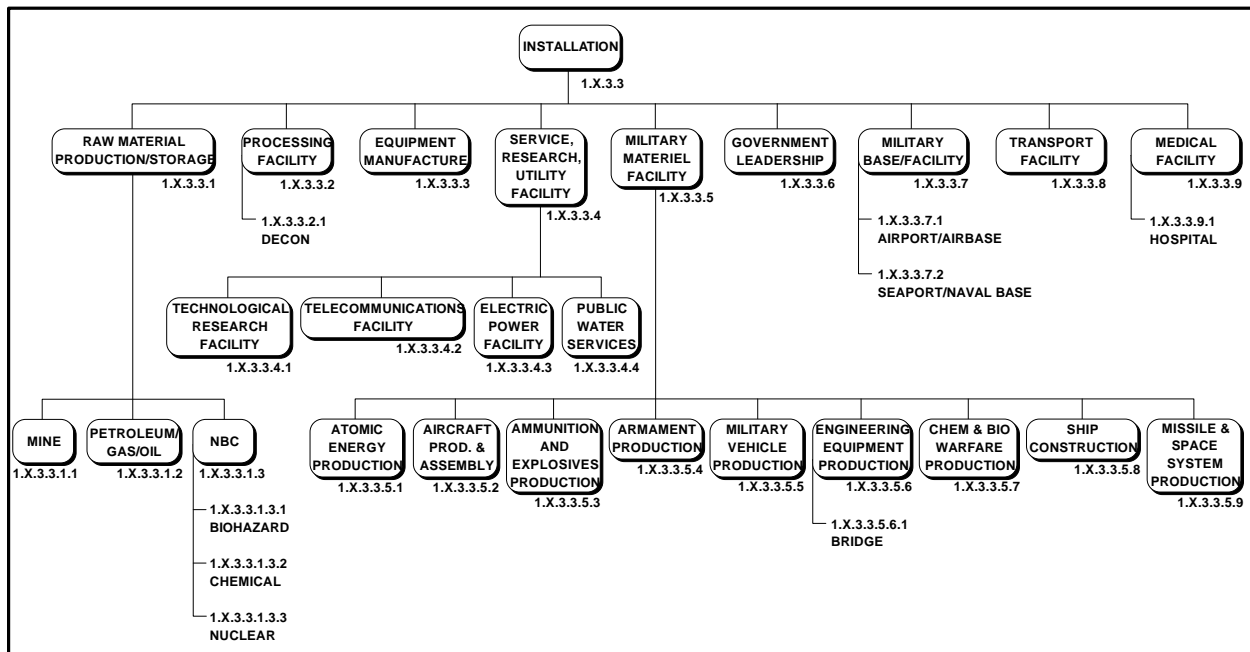
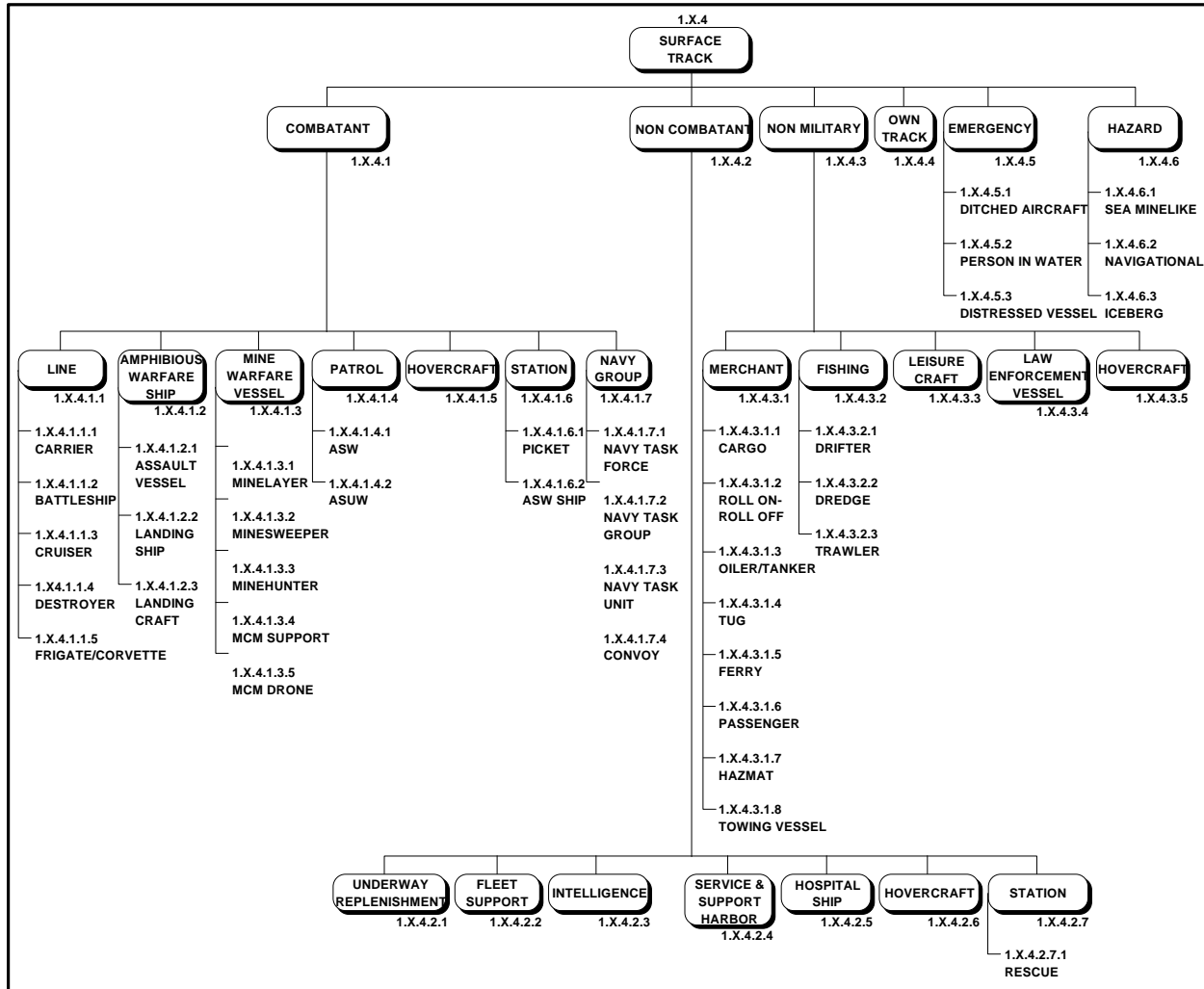


FIGURE A-31. Ground track (installation).

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FIGURE A-32. Surface track.

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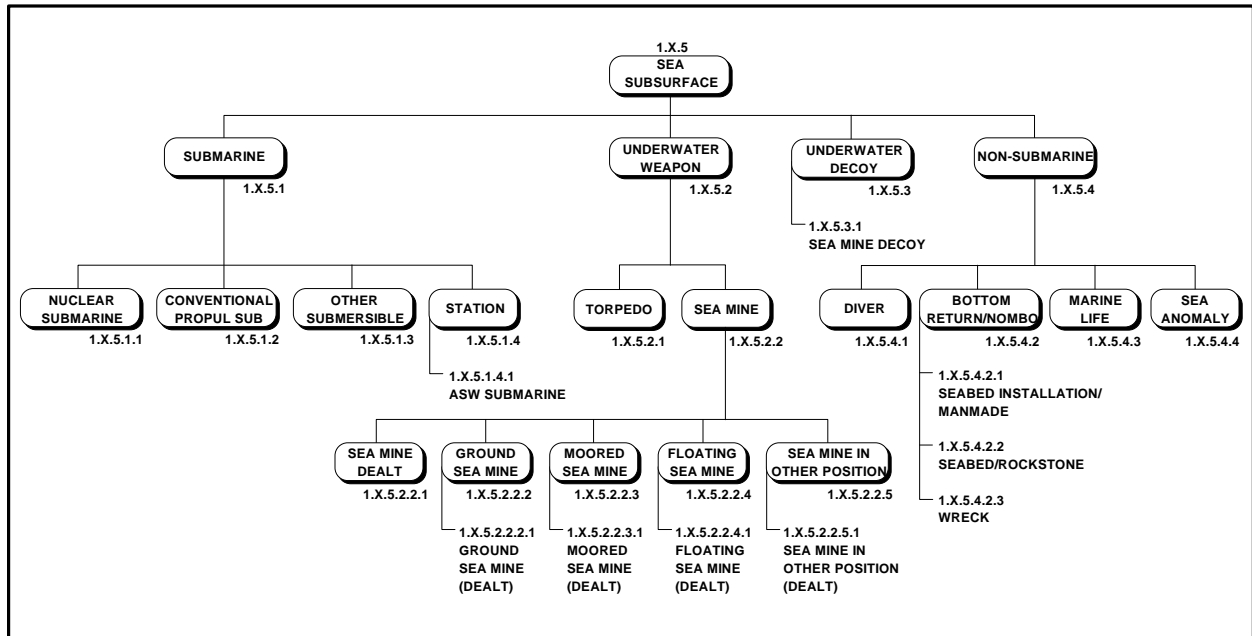


FIGURE A-33. Sea subsurface track.

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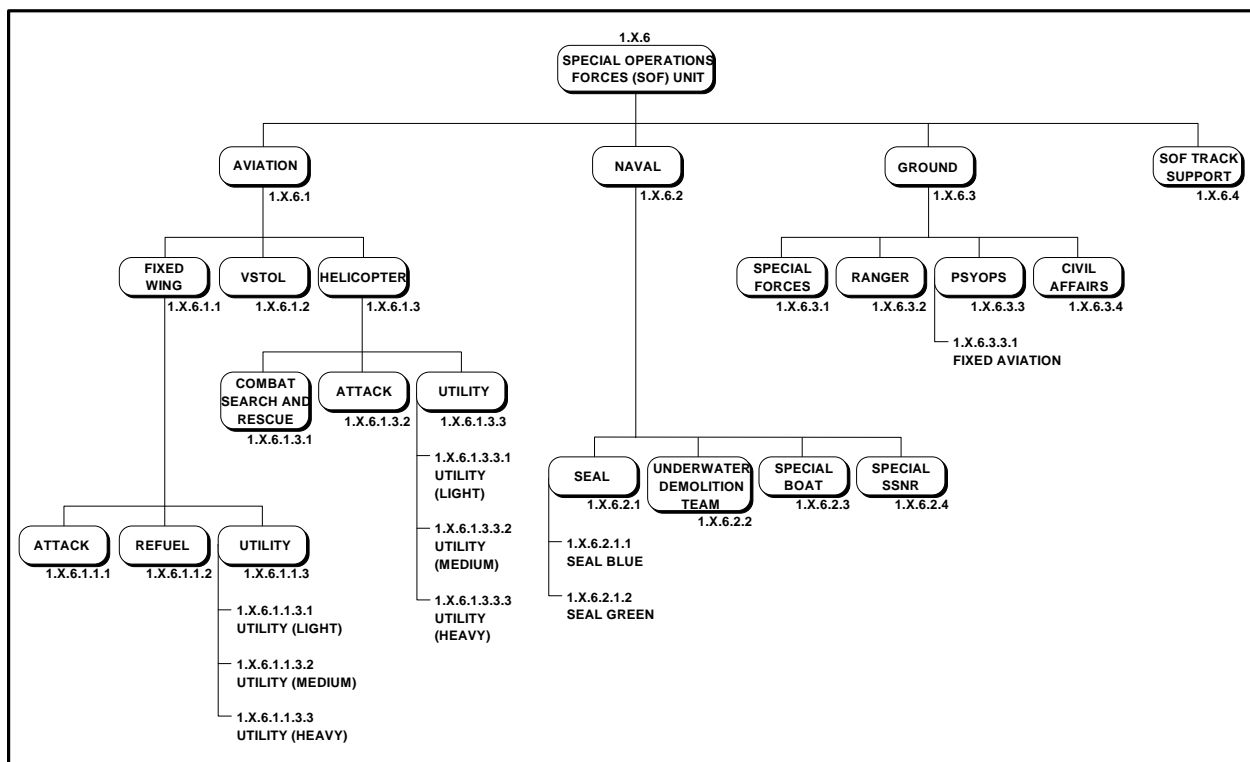


FIGURE A-34. Special operations forces (SOF) unit.

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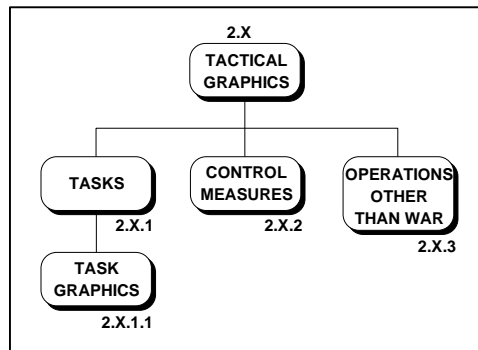


FIGURE A-35. Tactical graphics.

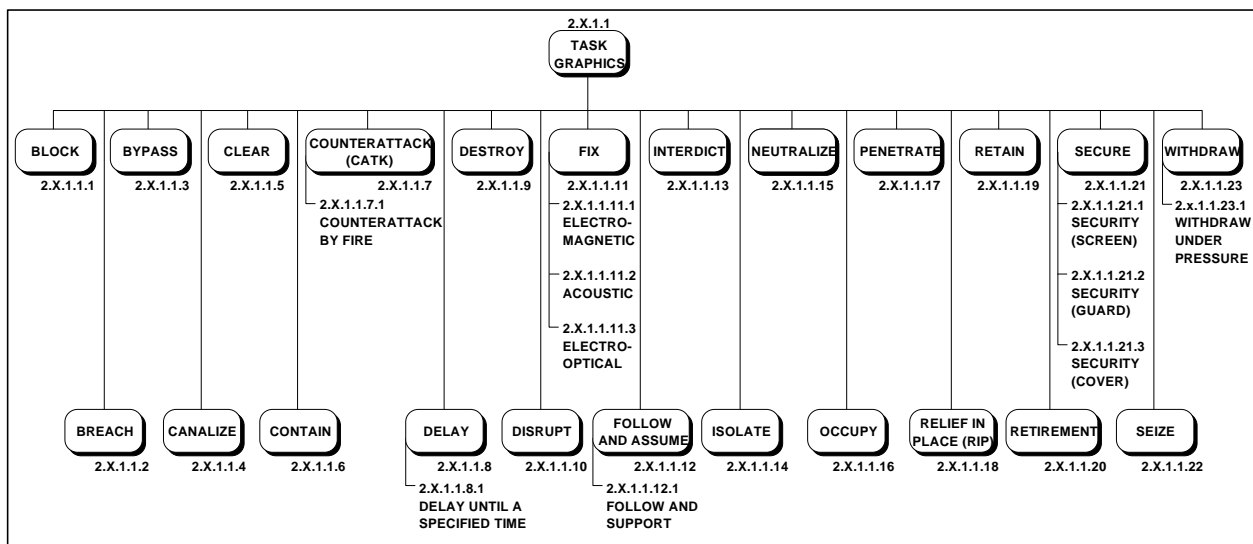


FIGURE A-36. Task graphics.

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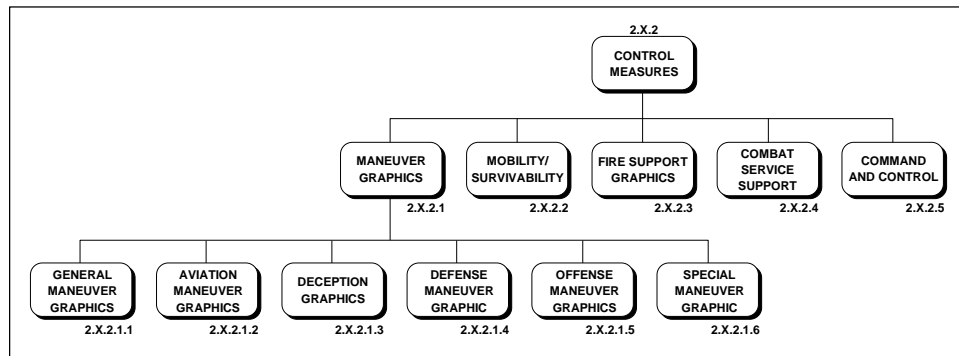


FIGURE A-37. Control measures.

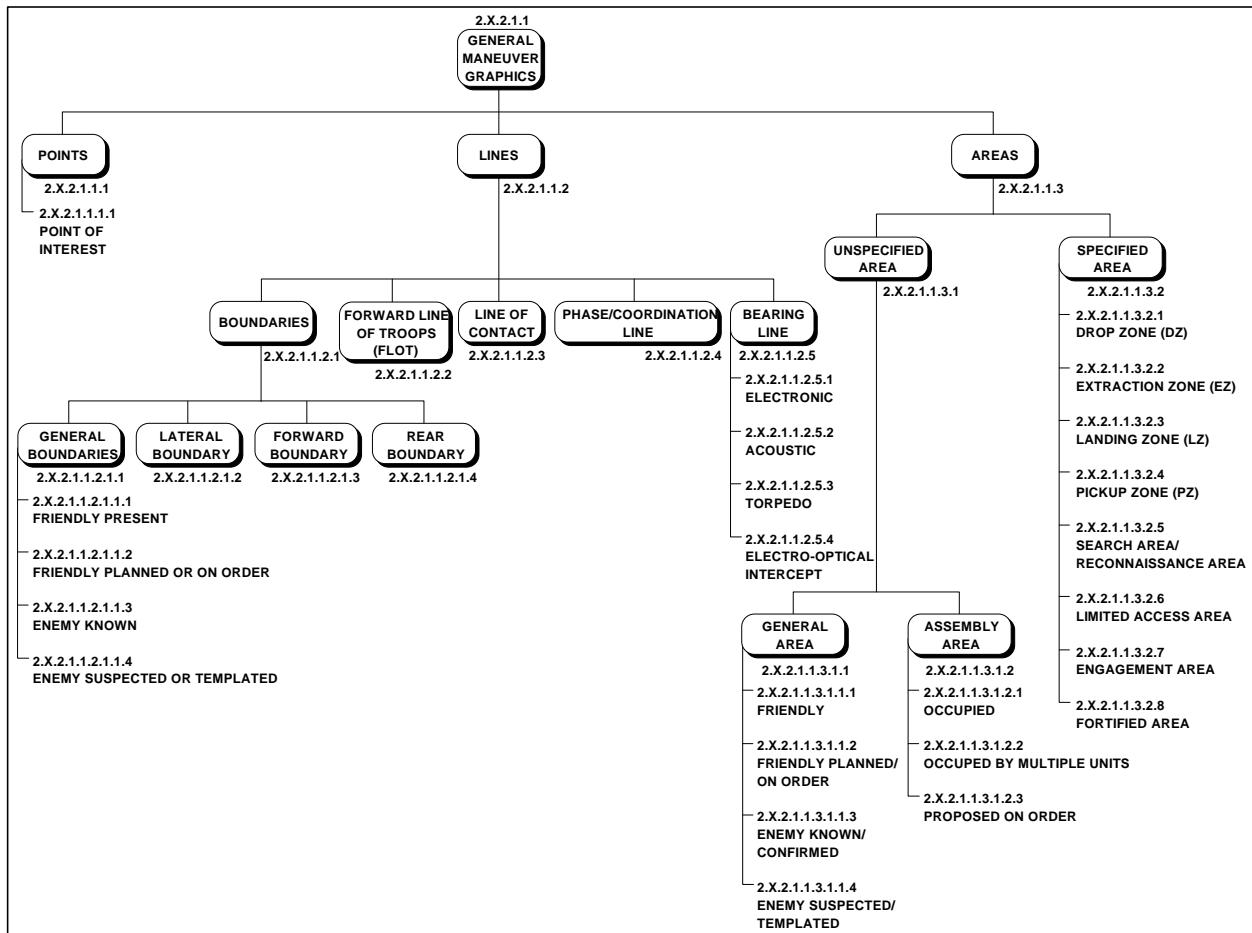


FIGURE A-38. General maneuver graphics.

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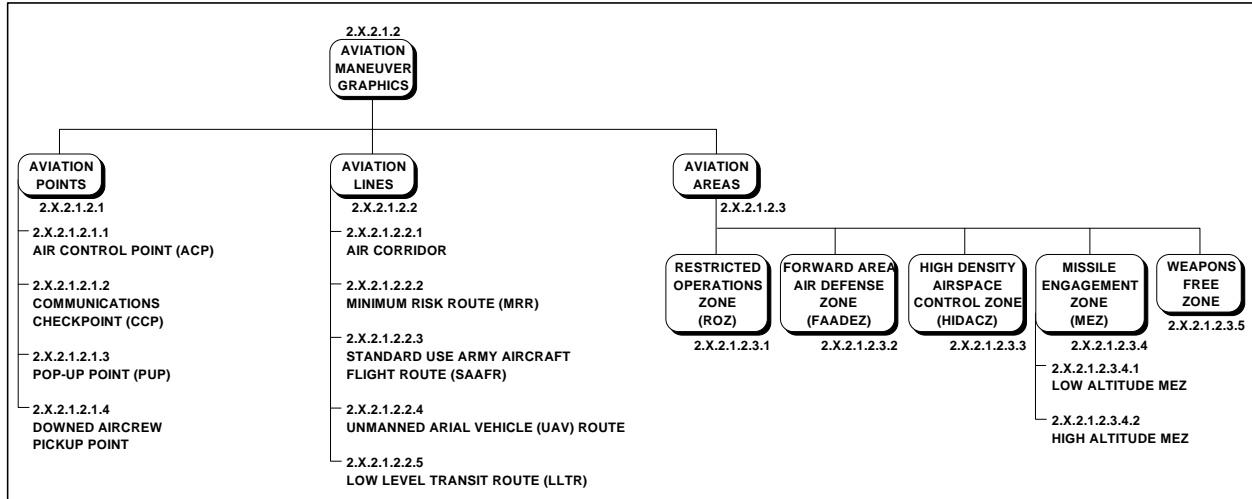


FIGURE A-39. Aviation maneuver graphics.

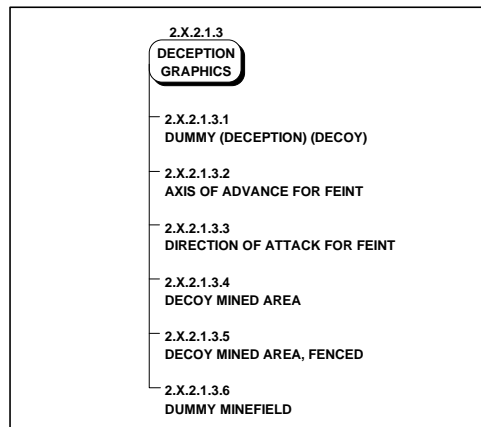
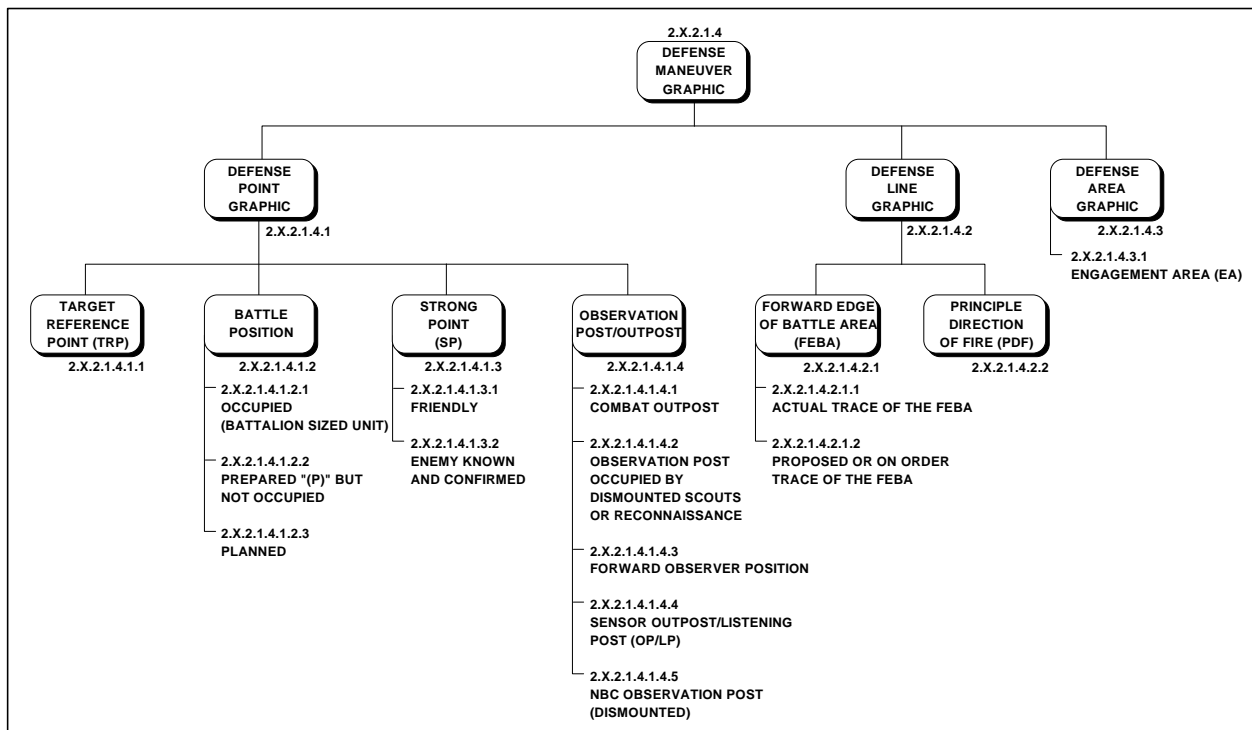


FIGURE A-40. Deception graphics.

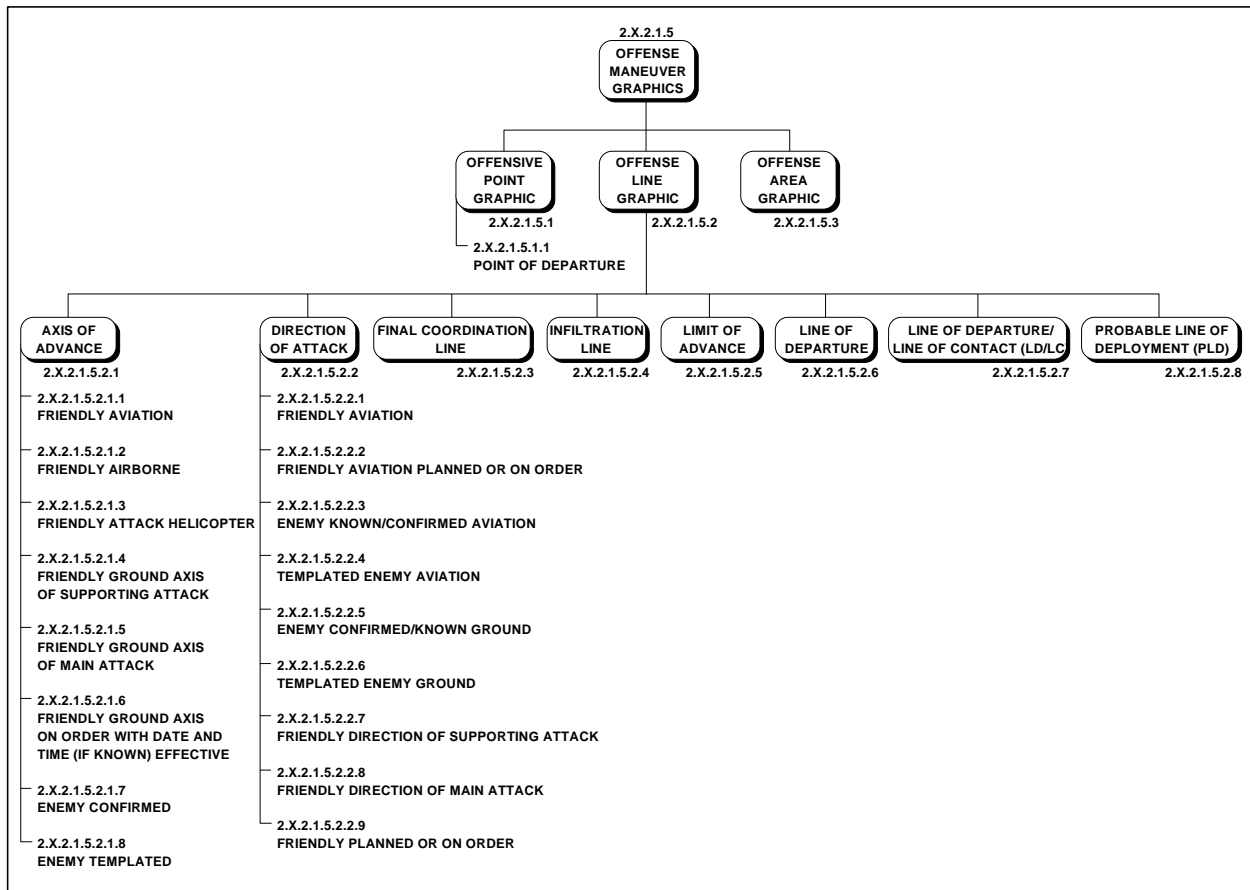
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FIGURE A-41. Defense maneuver graphics.

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FIGURE A-42. Offense maneuver graphics.

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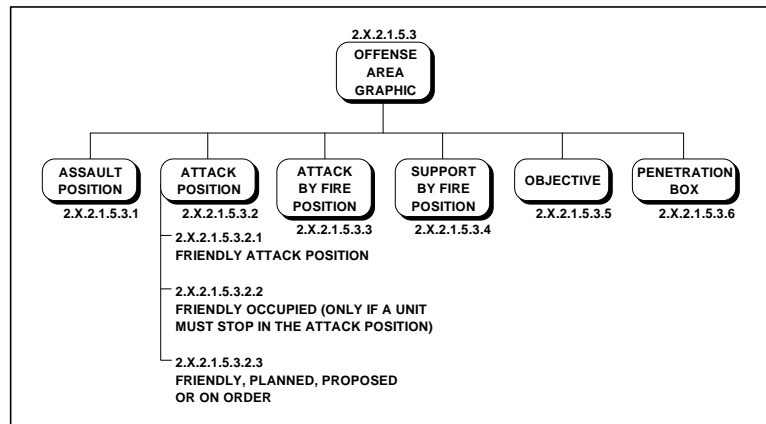


FIGURE A-43. Offense area graphics.

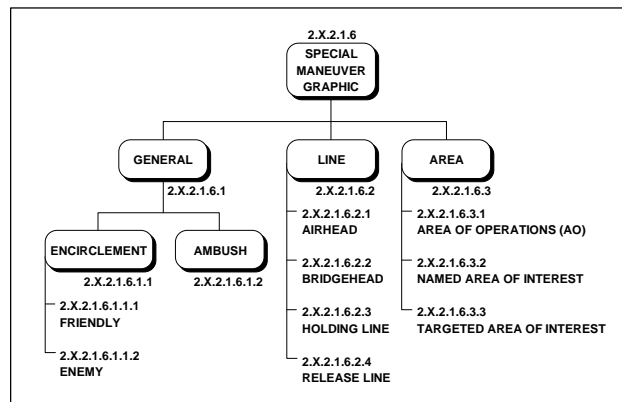


FIGURE A-44. Special maneuver graphics.

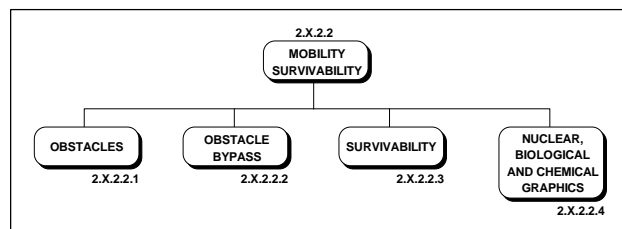
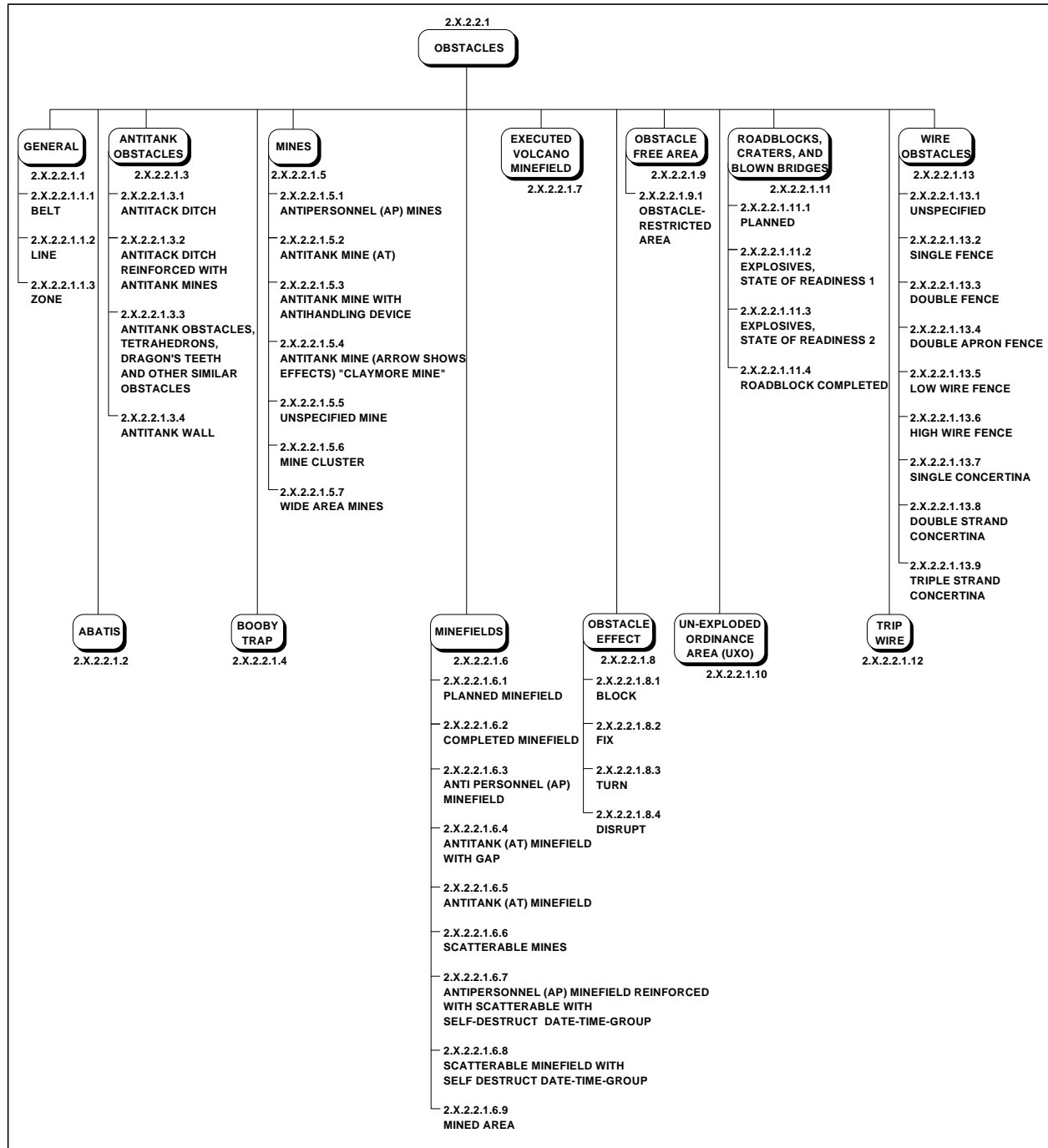


FIGURE A-45. Mobility survivability.

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FIGURE A-46. Obstacles.

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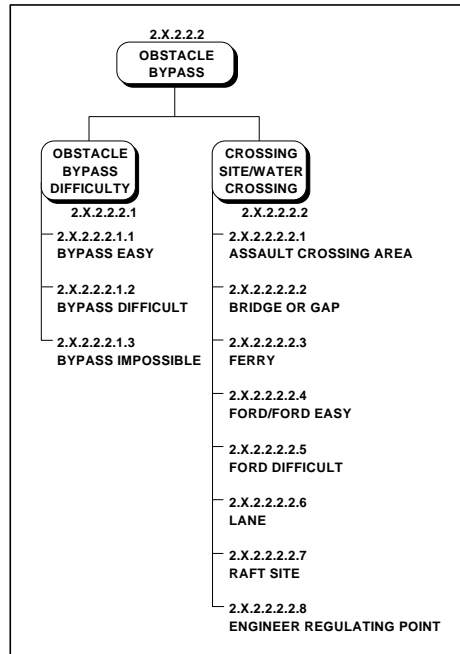


FIGURE A-47. Obstacle bypass.

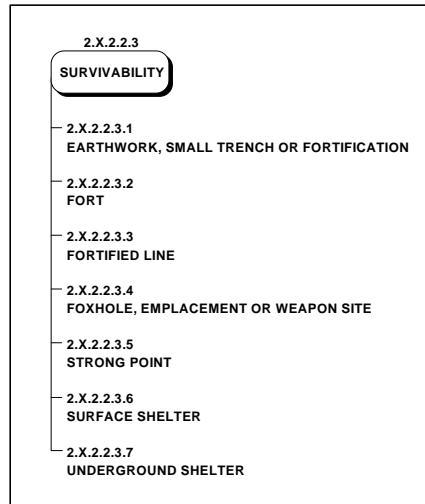


FIGURE A-48. Survivability.

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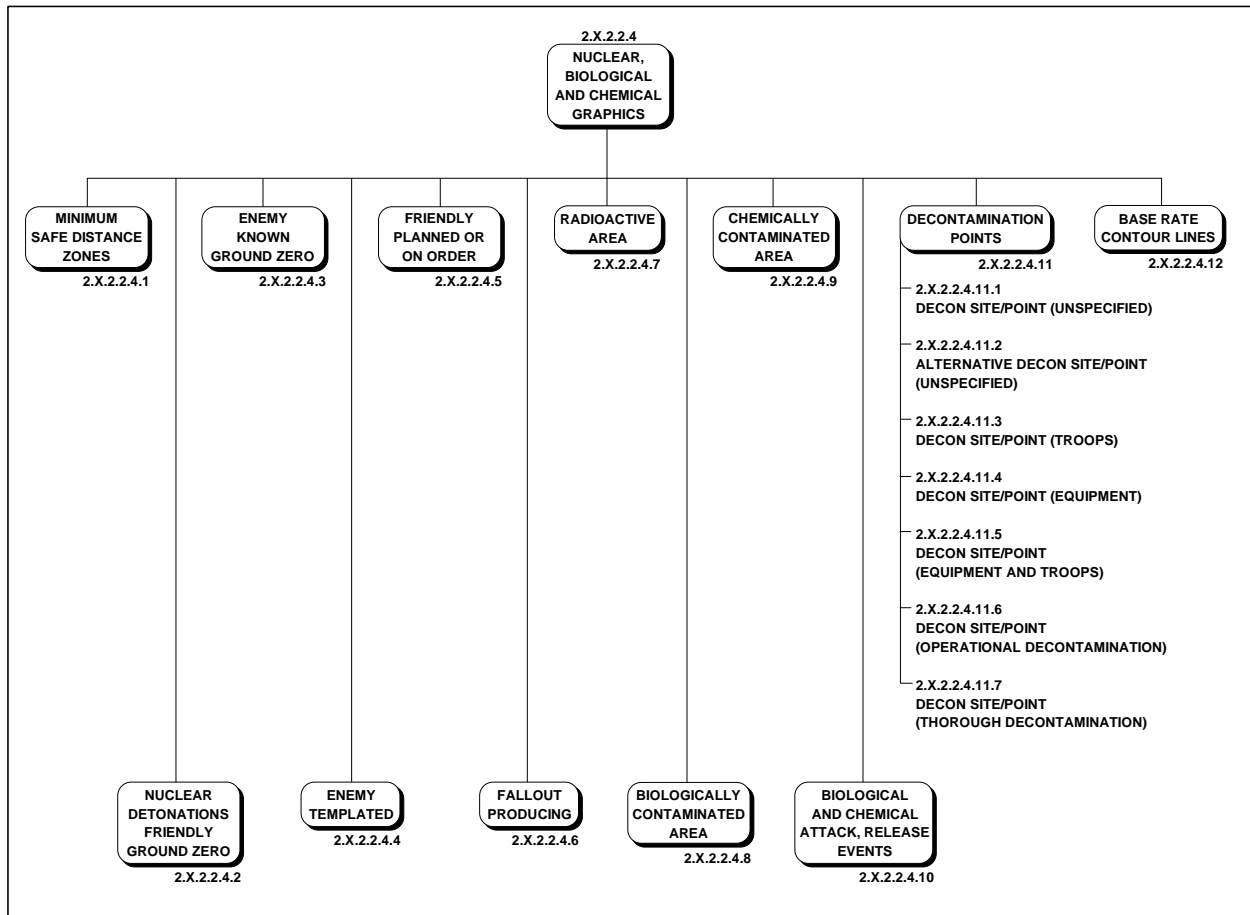


FIGURE A-49. Nuclear, biological and chemical graphics.

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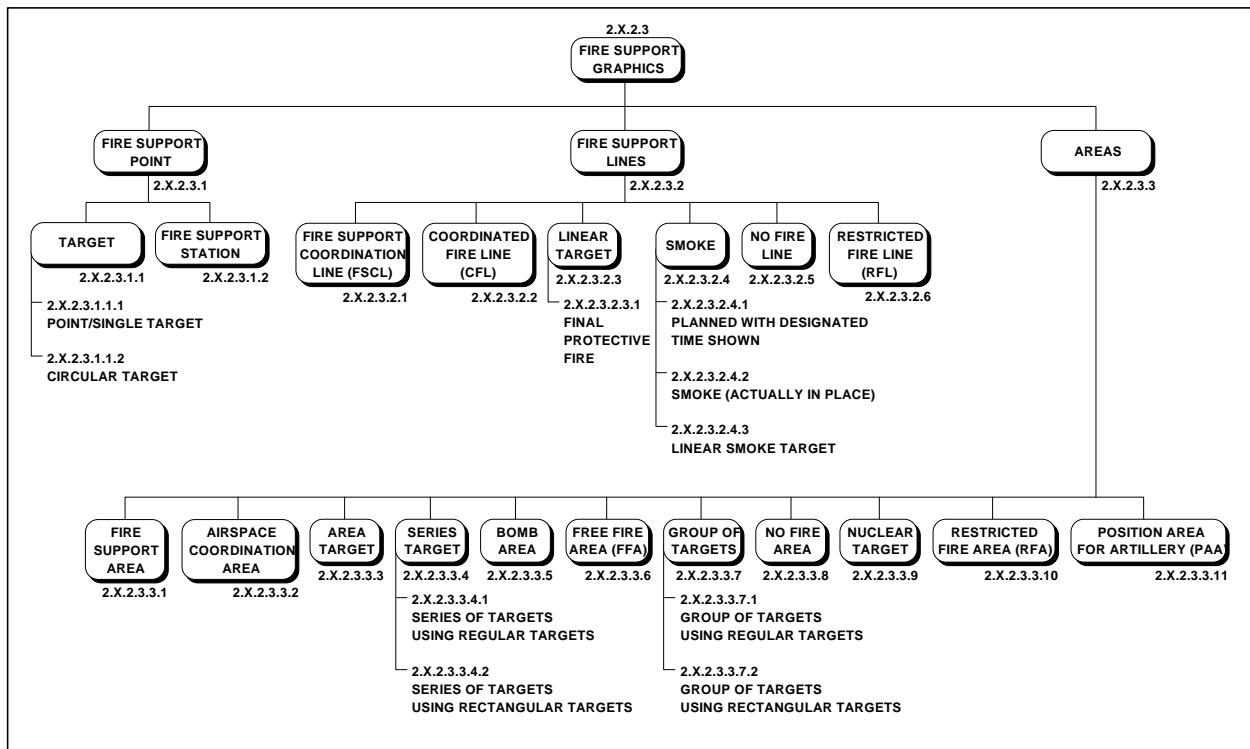


FIGURE A-50. Fire support graphics.

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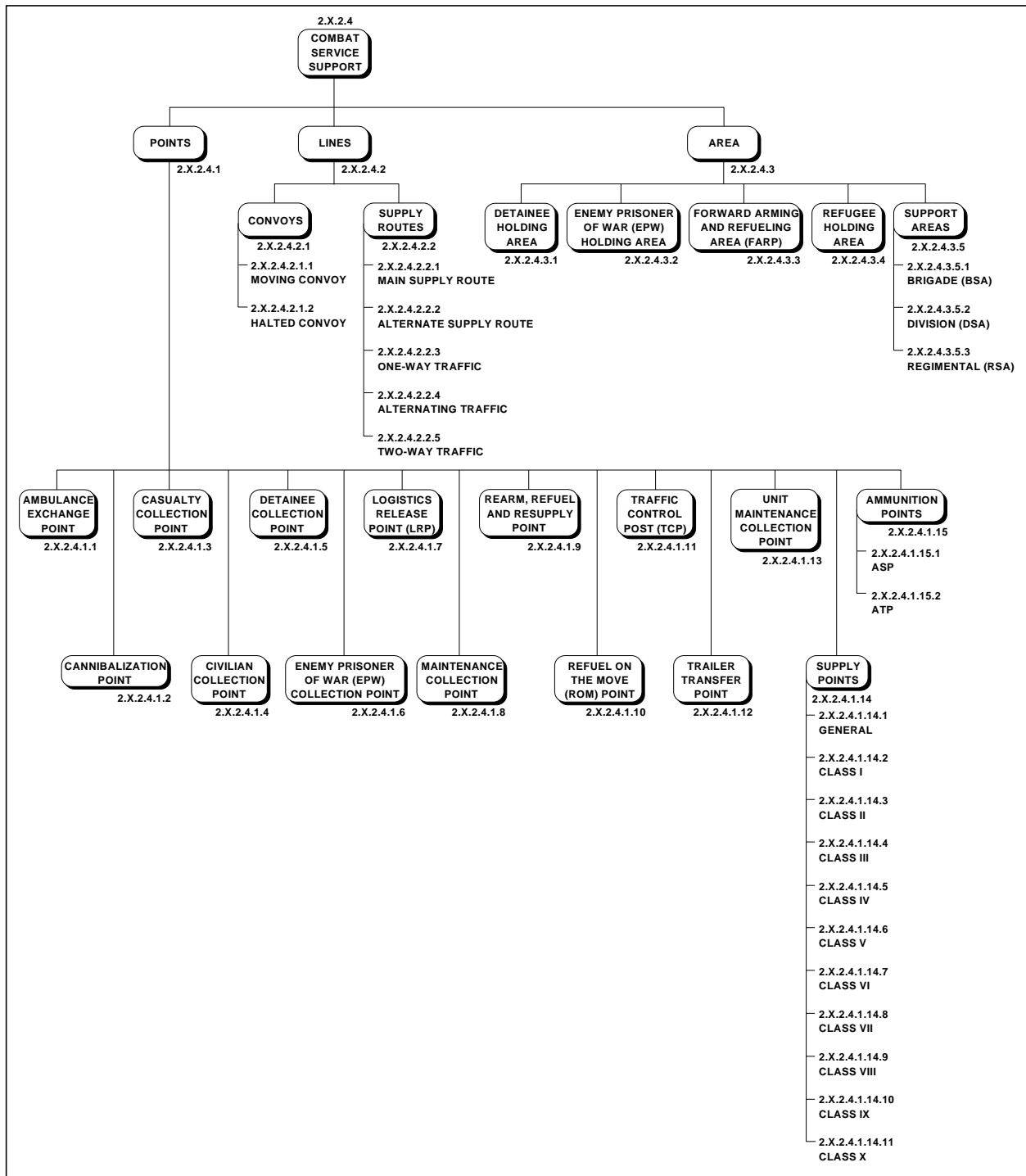


FIGURE A-51. Combat service support.

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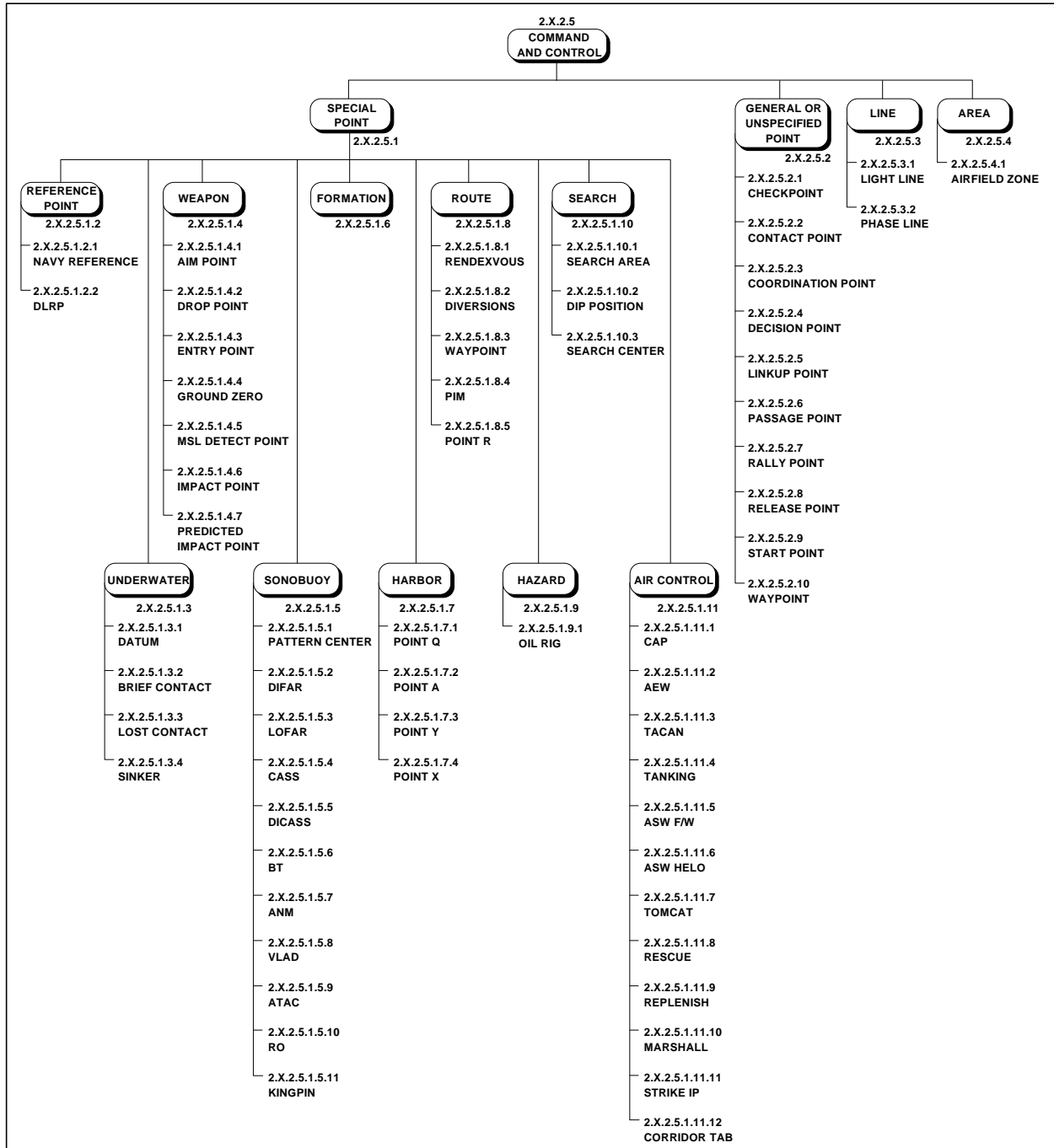
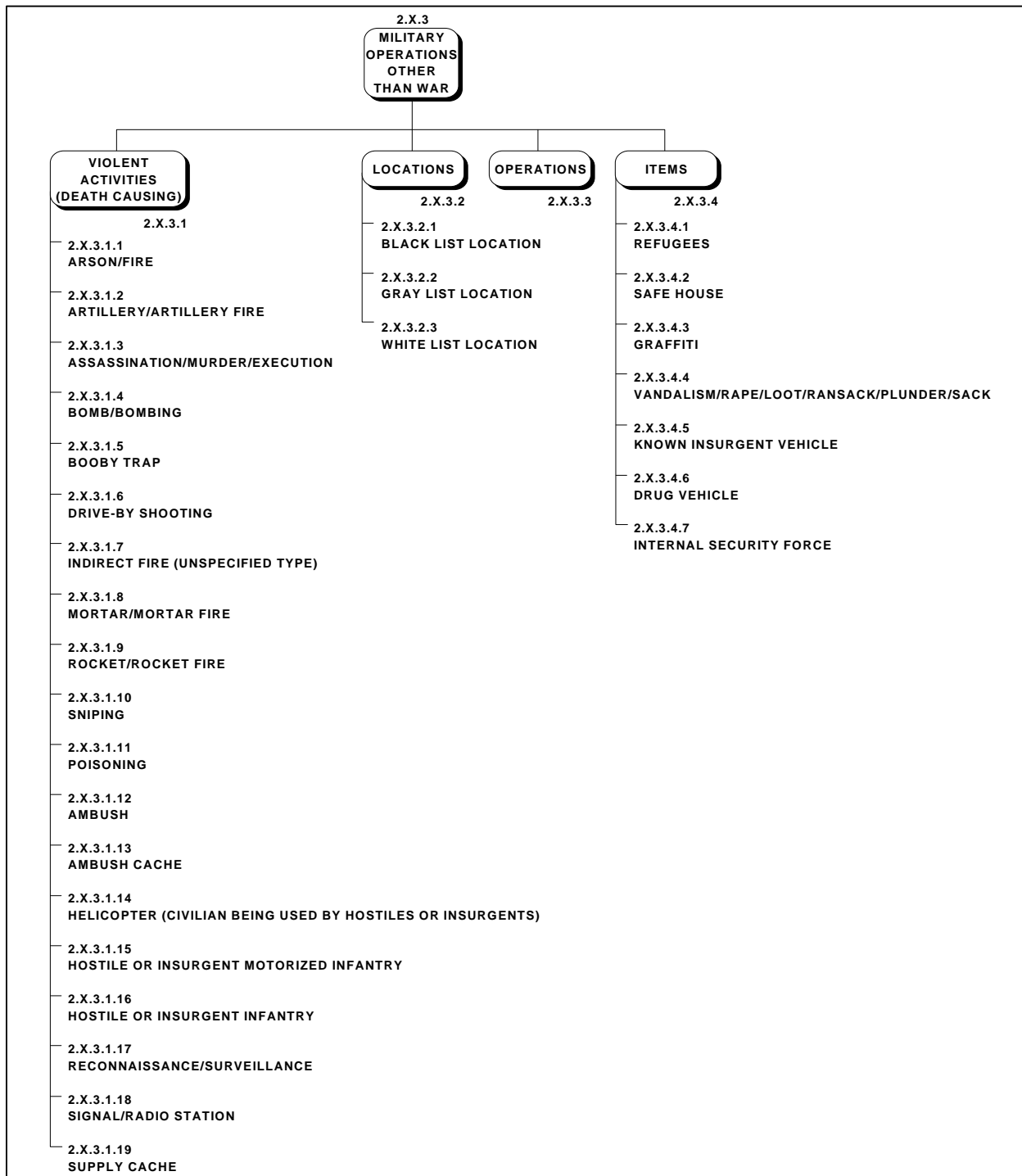


FIGURE A-52. Command and control.

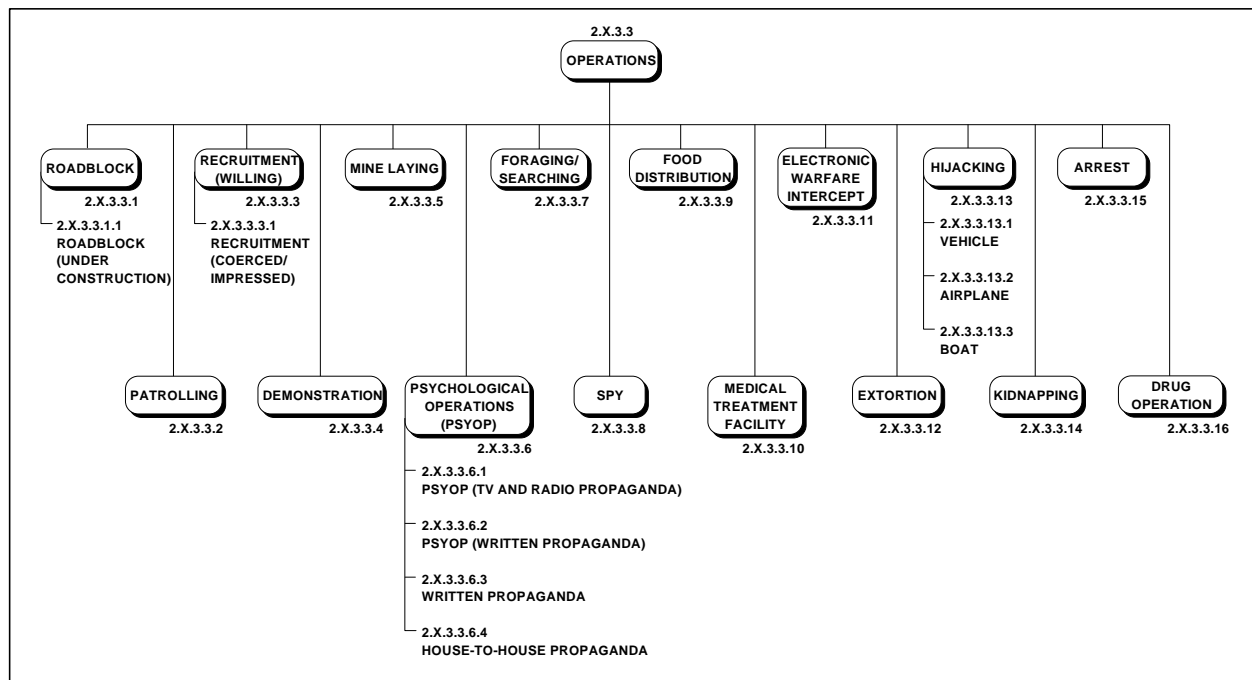
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FIGURE A-53. Military operations other than war.

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FIGURE A-54. Operations.

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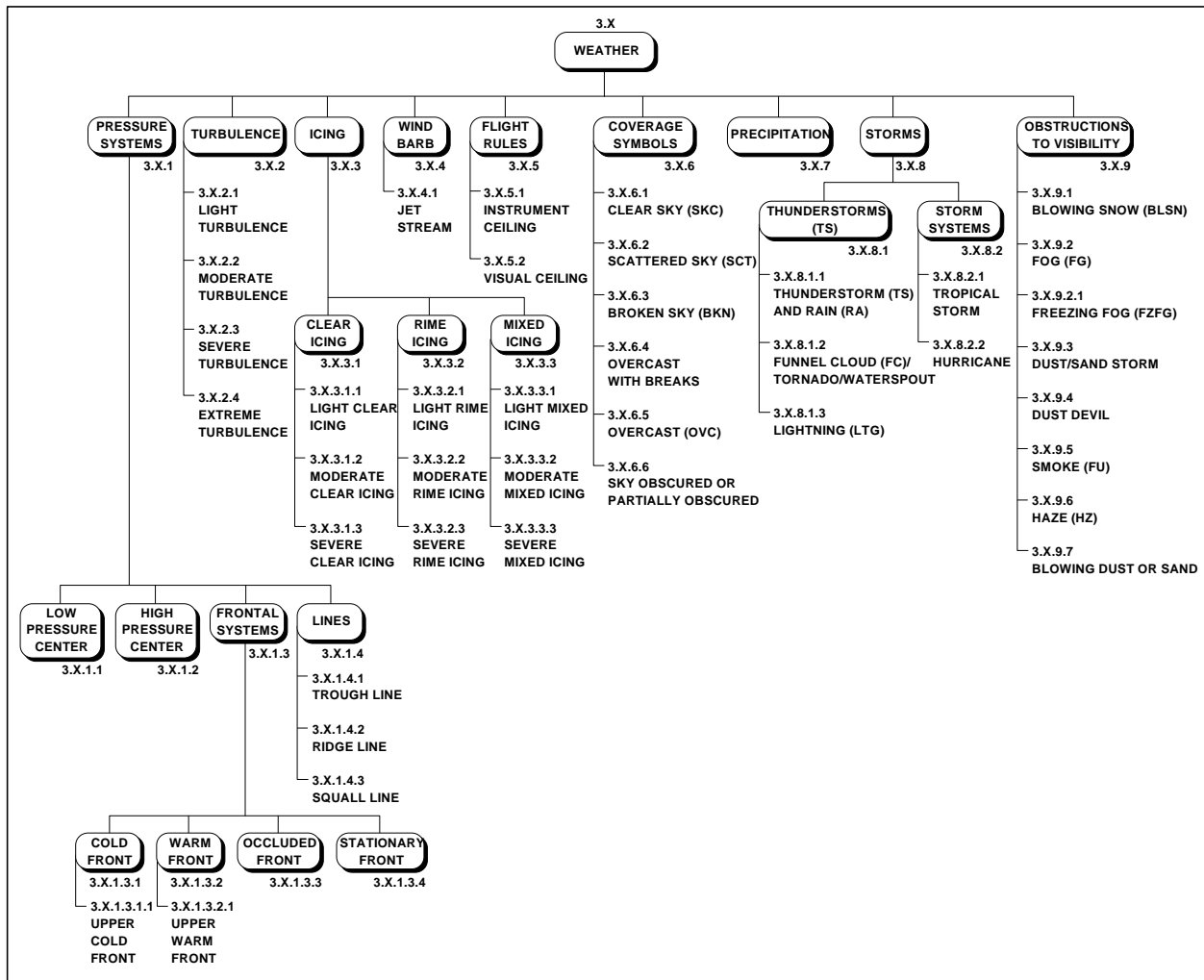


FIGURE A-55. Weather.

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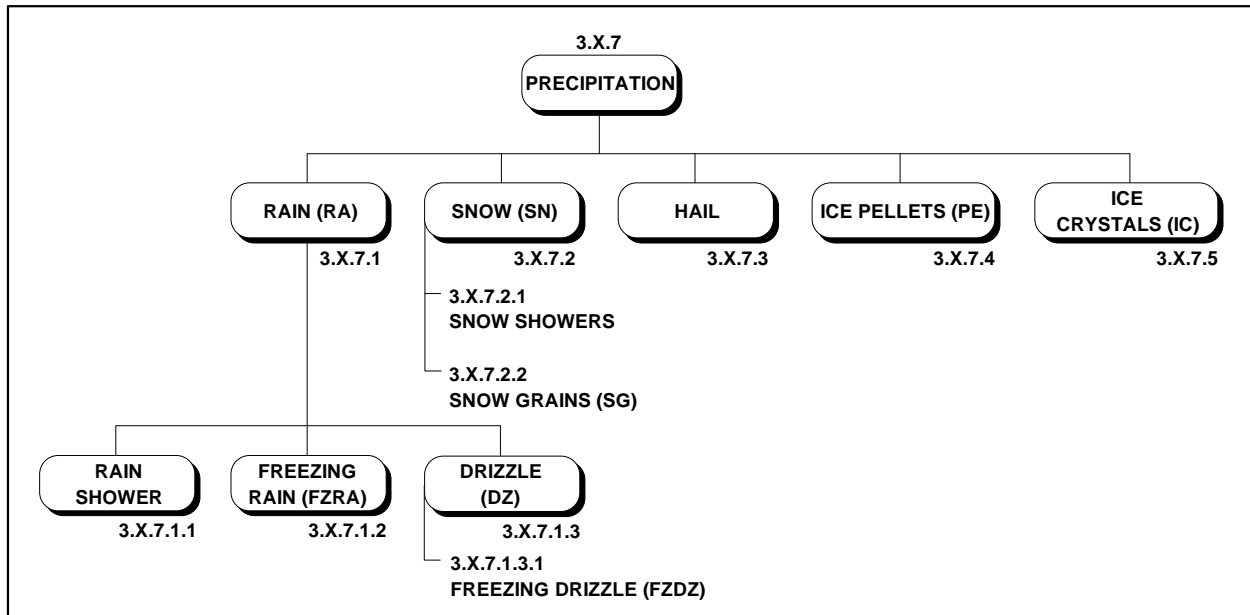


FIGURE A-56. Precipitation.

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APPENDIX B

SYMBOL CODING

B.1 GENERAL

B.1.1 Scope. A standard scheme for symbol coding permits information systems to display and pass information about symbols and graphics to other systems for use and display. This appendix outlines procedures for determining a symbol code. This appendix is a mandatory part of this standard and is required for compliance by implementing

B.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

B.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

B.4 SYMBOL CODING SCHEME

B.4.1 Symbol code. A symbol code is a 15-character alphanumeric identifier that provides the information necessary to display a symbol or graphic. Characters need not be present in all 15 positions of a code. Table B-I identifies the 9 categories of information included in a symbol code and the position each occupies in the 15 - character identifier.

B.4.1.1 Code scheme, position 1. This position indicates the overall symbology set to which a symbol belongs.

B.4.1.2 Affiliation, battle dimension, and status, 2, 3, and 4. These positions determine the frame shape of a symbol and indicate its actual or planned location.

B.4.1.3 Function ID, positions 5 through 10. These positions identify a symbol's function, with each position providing increasing levels of detail and specialization. The specific values for these positions are included with the symbol codes in Tables B-III through B-VII.

B.4.1.4 Size/mobility indicator code, positions 11 and 12. These positions identify the size and mobility of a symbol. Table B-II contains the specific code values used in these positions.

B.4.1.5 Country code, positions 13 and 14. These positions identify the country with which a symbol is associated. Country code identifiers are listed in Federal Information Processing Standard (FIPS) Pub 10 series.

B.4.1.6 Order of battle, position 15. This position provides additional information about the role of a symbol in the battlespace. For example, a bomber that has nuclear weapons on board may be strategic force-related, or a tactical graphic may also perform the role of a control point.

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B.4.2 Symbol code tables. Tables B-III through B-VIII list the codes for space, air, ground, sea surface, sea subsurface, and special operations symbols, respectively, while Tables B-IX and B-X lists the codes for tactical and weather graphics. In each table, an alphanumeric character indicates the known value for that position for a given symbol. An asterisk (*) indicates a position that is defined by the user based on specific symbol circumstances. A dash (-) indicates that no information is provided in the position. The absence of a symbol code in the tables means that there is no graphic associated with that code.

TABLE B-I. Symbol code positions and categories.

CODING SCHEME (1) (POSITION 1)	AFFILIATION (1) (POSITION 2)	BATTLE DIMENSION (1) (POSITION 3)	STATUS (1) (POSITION 4)
S - WARFIGHTING G - TACTICAL GRAPHICS W - WEATHER I - INTELLIGENCE M - MAPPING (reserved - under development)	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL S - SUSPECT H - HOSTILE J - JOKER K - FAKER O - NONE SPECIFIED	P - SPACE A - AIR G - GROUND S - SEA SURFACE U - SEA SUBSURFACE F - SOF X - OTHER	A - ANTICIPATED/PLANNED P - PRESENT

TABLE B-I. Symbol code positions and categories (cont'd).

FUNCTION ID (6) (POSITION 5 - 10)	SIZE/MOBILITY (2) (POSITION 11, 12)	COUNTRY CODE (2) (POSITION 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See tables B-III through B-VIII for specific values.	See Table B-II for specific values	See FIPS Pub series 10	A - AIR OB E - ELECTRONIC OB C - CIVILIAN OB G - GROUND OB N - MARITIME OB S - STRATEGIC FORCE RELATED X - CONTROL MARKINGS

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TABLE B-II. Symbol codes - size/mobility.

NOTE: In appendices B and D, the size/mobility columns show ** to indicate that these positions may be filled as --, -*, *-, or ** where * = [0 - 9, A,...,Z].			
CODE	DESCRIPTION		CODE DESCRIPTION
- A	TEAM/CREW		AM HQ REGION
- B	SQUAD		
- C	SECTION		B - TASK FORCE (TF) HQ
- D	PLATOON/DETACHMENT		BA TF HQ TEAM/CREW
- E	COMPANY/BATTERY/TROOP		BB TF HQ SQUAD
- F	BATTALION/SQUADRON		BC TF HQ SECTION
- G	REGIMENT/GROUP		BD TF HQ PLATOON/DETACHMENT
- H	BRIGADE		BE TF HQ COMPANY/BATTERY/TROOP
- I	DIVISION		BF TF HQ BATTALION/SQUADRON
- J	CORPS/MEF		BG TF HQ REGIMENT/GROUP
- K	ARMY		BH TF HQ BRIGADE
- L	ARMY GROUP/FRONT		BI TF HQ DIVISION
- M	REGION		BJ TF HQ CORPS/MEF
- -	NULL		BK TF HQ ARMY
			BL TF HQ ARMY GROUP/FRONT
A -	HEADQUARTERS (HQ)		BM TF HQ REGION
AA	HQ TEAM/CREW		
AB	HQ SQUAD		C - FEINT DUMMY (FD) HQ
AC	HQ SECTION		CA FD HQ TEAM/CREW
AD	HQ PLATOON/DETACHMENT		CB FD HQ SQUAD
AE	HQ COMPANY/BATTERY/TROOP		CC FD HQ SECTION
AF	HQ BATTALION/SQUADRON		CD FD HQ PLATOON/DETACHMENT
AG	HQ REGIMENT/GROUP		CE FD HQ COMPANY/BATTERY/TROOP
AH	HQ BRIGADE		CF FD HQ BATTALION/SQUADRON
AI	HQ DIVISION		CG FD HQ REGIMENT/GROUP
AJ	HQ CORP/MEF		CH FD HQ BRIGADE
AK	HQ ARMY		CI FD HQ DIVISION
AL	HQ ARMY GROUP/FRONT		CJ FD HQ CORPS/MEF

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TABLE B-II. Symbol codes - size/mobility (cont'd).

NOTE: In appendices B and D, the size/mobility columns show ** to indicate that these positions may be filled as --, *, *-, or ** where * = [0 - 9, A,...,Z].			
CODE	DESCRIPTION		CODE DESCRIPTION
CK	FD HQ ARMY		EI TF DIVISION
CL	FD HQ ARMY GROUP/FRONT		EJ TF CORPS/MEF
CM	FD HQ REGION		EK TF ARMY
			EL TF ARMY GROUP/FRONT
D -	FEINT DUMMY/TASK FORCE (FD/TF) HQ		EM TF REGION
DA	FD/TF HQ TEAM/CREW		
DB	FD/TF HQ SQUAD		F - FEINT DUMMY (FD)
DC	FD/TF HQ SECTION		FA FD TEAM/CREW
DD	FD/TF HQ PLATOON/DETACHMENT		FB FD SQUAD
DE	FD/TF HQ COMPANY/BATTERY/TROOP		FC FD SECTION
DF	FD/TF HQ BATTALION/SQUADRON		FD FD PLATOON/DETACHMENT
DG	FD/TF HQ REGIMENT/GROUP		FE FD COMPANY/BATTERY/TROOP
DH	FD/TF HQ BRIGADE		FF FD BATTALION/SQUADRON
DI	FD/TF HQ DIVISION		FG FD REGIMENT/GROUP
DJ	FD/TF HQ CORPS/MEF		FH FD BRIGADE
DK	FD/TF HQ ARMY		FI FD DIVISION
DL	FD/TF HQ ARMY GROUP/FRONT		FJ FD CORPS/MEF
DM	FD/TF HQ REGION		FK FD ARMY
			FL FD ARMY GROUP/FRONT
E -	TASK FORCE (TF)		FM FD REGION
EA	TF TEAM/CREW		
EB	TF SQUAD		G- FEINT DUMMY/TASK FORCE (FD/TF)
EC	TF SECTION		GA FD/TF TEAM/CREW
ED	TF PLATOON/DETACHMENT		GB FD/TF SQUAD
EE	TF COMPANY/BATTERY/TROOP		GC FD/TF SECTION
EF	TF BATTALION/SQUADRON		GD FD/TF PLATOON/DETACHMENT
EG	TF REGIMENT/GROUP		GE FD/TF COMPANY/BATTERY/TROOP

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APPENDIX B

TABLE B-II. Symbol codes - size/mobility (cont'd).

NOTE: In appendices B and D, the size/mobility columns show ** to indicate that these positions may be filled as --, -*, *- , or ** where * = [0 - 9, A,...,Z].			
CODE	DESCRIPTION		CODE DESCRIPTION
EH	TF BRIGADE		GF FD/TF BATTALION/SQUADRON
GG	FD/TF REGIMENT/GROUP		NU MENV OVER THE SNOW - Size value located in symbol modifier C.
GH	FD/TF BRIGADE		NV MENV SLED - Size value located in symbol modifier C.
GI	FD/TF DIVISION		NW MENV PACK ANIMALS - Size value located in symbol modifier C.
GJ	FD/TF CORPS/MEF		NX MENV BARGE - Size value located in symbol modifier C.
GK	FD/TF ARMY		NY MENV AMPHIBIOUS - Size value located in symbol modifier C.
GL	FD/TF ARMY GROUP/FRONT		
GM	FD/TF REGION		M - MOBILITY
			MO MOBILITY WHEELED/LIMITED CROSS COUNTRY
H -	INSTALLATION		MP MOBILITY CROSS COUNTRY
HB	FEINT DUMMY INSTALLATION		MQ MOBILITY TRACKED
			MR MOBILITY WHEELED AND TRACKED COMBINATION
K -	NUCLEAR YIELD IN KILOTONS - Size value located in field modifier B.		MS MOBILITY TOWED
			MT MOBILITY RAIL
N -	MOBILITY EQUIPMENT NUMERICAL VALUE (MENV) - Size value located in symbol modifier C.		MU MOBILITY OVER THE SNOW
NO	MENV TOWED - Size value located in symbol modifier C.		MV MOBILITY SLED
NP	MENV WHEELED/LIMITED CROSS COUNTRY - Size value located in symbol modifier C.		MW MOBILITY PACK ANIMALS
NQ	MENV CROSS COUNTRY - Size value located in symbol modifier C.		MX MOBILITY BARGE
NR	MENV TRACKED - Size value located in symbol modifier C.		MY MOBILITY AMPHIBIOUS
NS	MENV WHEELED AND TRACKED COMBINATION - Size value located in symbol modifier C.		
NT	MENV RAIL - Size value located in symbol modifier C.		

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APPENDIX B

TABLE B-III. Warfighting symbol codes - space.

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X	-	-	-	-	-- -- --	--	--	-	WARFIGHTING SYMBOLS
1.X.1	S	*	P	*	-- -- --	**	**	*	SPACE TRACK
1.X.1.1	S	*	P	*	S- -- --	**	**	*	SATELLITE
1.X.1.2	S	*	P	*	V- -- --	**	**	*	CREWED SPACE VEHICLE
1.X.1.3	S	*	P	*	T- -- --	**	**	*	SPACE STATION

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APPENDIX B

TABLE B-IV. Warfighting symbol codes - air.

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.2	S	*	A	*	-- -- --	**	**	*	AIR TRACK
1.X.2.1	S	*	A	*	M- -- --	**	**	*	MILITARY
1.X.2.1.1	S	*	A	*	MF -- --	**	**	*	MILITARY FIXED WING
1.X.2.1.1.1	S	*	A	*	MF B- --	**	**	*	BOMBER
1.X.2.1.1.2	S	*	A	*	MF F- --	**	**	*	FIGHTER
1.X.2.1.1.2.1	S	*	A	*	MF FI --	**	**	*	INTERCEPTOR
1.X.2.1.1.3	S	*	A	*	MF T- --	**	**	*	TRAINER
1.X.2.1.1.4	S	*	A	*	MF A- --	**	**	*	ATTACK/STRIKE
1.X.2.1.1.5	S	*	A	*	MF L- --	**	**	*	VSTOL
1.X.2.1.1.6	S	*	A	*	MF K- --	**	**	*	TANKER
1.X.2.1.1.7	S	*	A	*	MF C- --	**	**	*	CARGO AIRLIFT (TRANSPORT)
1.X.2.1.1.7.1	S	*	A	*	MF CL --	**	**	*	CARGO AIRLIFT (LIGHT)
1.X.2.1.1.7.2	S	*	A	*	MF CM --	**	**	*	CARGO AIRLIFT (MEDIUM)
1.X.2.1.1.7.3	S	*	A	*	MF CH --	**	**	*	CARGO AIRLIFT (HEAVY)
1.X.2.1.1.8	S	*	A	*	MF J- --	**	**	*	ELECTRONIC COUNTERMEASURES (ECM/JAMMER)
1.X.2.1.1.9	S	*	A	*	MF O- --	**	**	*	MEDEVAC
1.X.2.1.1.10	S	*	A	*	MF R- --	**	**	*	RECONNAISSANCE
1.X.2.1.1.10.1	S	*	A	*	MF RW --	**	**	*	AIRBORNE EARLY WARNING (AEW)
1.X.2.1.1.10.2	S	*	A	*	MF RZ --	**	**	*	ELECTRONIC SURVEILLANCE MEASURES
1.X.2.1.1.10.3	S	*	A	*	MF RX --	**	**	*	PHOTOGRAPHIC
1.X.2.1.1.11	S	*	A	*	MF P- --	**	**	*	PATROL
1.X.2.1.1.11.1	S	*	A	*	MF PN --	**	**	*	ANTI SURFACE WARFARE/ASUW
1.X.2.1.1.11.2	S	*	A	*	MF PM --	**	**	*	MINE COUNTER MEASURES
1.X.2.1.1.12	S	*	A	*	MF U- --	**	**	*	UTILITY
1.X.2.1.1.12.1	S	*	A	*	MF UL --	**	**	*	UTILITY (LIGHT)
1.X.2.1.1.12.2	S	*	A	*	MF UM --	**	**	*	UTILITY (MEDIUM)
1.X.2.1.1.12.3	S	*	A	*	MF UH --	**	**	*	UTILITY (HEAVY)
1.X.2.1.1.13	S	*	A	*	MF Y- --	**	**	*	COMMUNICATIONS (C3I)
1.X.2.1.1.14	S	*	A	*	MF H- --	**	**	*	SEARCH AND RESCUE (CSAR)
1.X.2.1.1.15	S	*	A	*	MF D- --	**	**	*	AIRBORNE COMMAND POST (C2)
1.X.2.1.1.16	S	*	A	*	MF Q- --	**	**	*	DRONE (RPV/UAV)

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APPENDIX B

TABLE B-IV. Warfighting symbol codes - air (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.2.1.1.17	S	*	A	*	MF S- --	**	**	**	ANTI SUBMARINE WARFARE (ASW) CARRIER BASED
1.X.2.1.1.18	S	*	A	*	MF M- --	**	**	*	SPECIAL OPERATIONS FORCES
1.X.2.1.2	S	*	A	*	MH -- --	**	**	*	HELICOPTER
1.X.2.1.2.1	S	*	A	*	MH A- --	**	**	*	ATTACK
1.X.2.1.2.2	S	*	A	*	MH S- --	**	**	*	ANTISUBMARINE WARFARE/MPA
1.X.2.1.2.3	S	*	A	*	MH U- --	**	**	*	UTILITY
1.X.2.1.2.3.1	S	*	A	*	MH UL --	**	**	*	UTILITY (LIGHT)
1.X.2.1.2.3.2	S	*	A	*	MH UM --	**	**	*	UTILITY (MEDIUM)
1.X.2.1.2.3.3	S	*	A	*	MH UH --	**	**	*	UTILITY (HEAVY)
1.X.2.1.2.4	S	*	A	*	MH I- --	**	**	*	MINE COUNTER MEASURES
1.X.2.1.2.5	S	*	A	*	MH H- --	**	**	*	SEARCH & RESCUE (CSAR)
1.X.2.1.2.6	S	*	A	*	MH R- --	**	**	*	RECONNAISSANCE
1.X.2.1.2.7	S	*	A	*	MH Q- --	**	**	*	DRONE (RPV/UAV)
1.X.2.1.2.8	S	*	A	*	MH C- --	**	**	*	CARGO AIRLIFT (TRANSPORT)
1.X.2.1.2.8.1	S	*	A	*	MH CL --	**	**	*	CARGO AIRLIFT (LIGHT)
1.X.2.1.2.8.2	S	*	A	*	MH CM --	**	**	*	CARGO AIRLIFT (MEDIUM)
1.X.2.1.2.8.3	S	*	A	*	MH CH --	**	**	*	CARGO AIRLIFT (HEAVY)
1.X.2.1.2.9	S	*	A	*	MH T- --	**	**	*	TRAINER
1.X.2.1.2.10	S	*	A	*	MH O- --	**	**	*	MEDEVAC
1.X.2.1.2.11	S	*	A	*	MH M- --	**	**	*	SPECIAL OPERATIONS FORCES (SOF)
1.X.2.1.2.12	S	*	A	*	MH D- --	**	**	*	AIRBORNE COMMAND POST (C2)
1.X.2.1.2.13	S	*	A	*	MH K- --	**	**	*	TANKER
1.X.2.1.2.14	S	*	A	*	MH J- --	**	**	*	ELECTRONIC COUNTER MEASURES (ECM/JAMMER)
1.X.2.1.3	S	*	A	*	ML -- --	**	**	*	LIGHTER THAN AIR
1.X.2.2	S	*	A	*	W- -- --	**	**	*	WEAPON
1.X.2.2.1	S	*	A	*	WM -- --	**	**	*	MISSILE IN FLIGHT
1.X.2.2.1.1	S	*	A	*	WM S- --	**	**	*	SURFACE/LAND LAUNCHED MISSILE
1.X.2.2.1.1.1	S	*	A	*	WM SS --	**	**	*	SURFACE TO SURFACE MISSILE (SSM)
1.X.2.2.1.1.2	S	*	A	*	WM SA --	**	**	*	SURFACE TO AIR MISSILE (SAM)
1.X.2.2.1.2	S	*	A	*	WM A- --	**	**	*	AIR LAUNCHED MISSILE

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APPENDIX B

TABLE B-IV. Warfighting symbol codes - air (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.2.2.1.2.1	S	*	A	*	WM AS --	**	**	*	AIR TO SURFACE MISSILE (ASM)
1.X.2.2.1.2.2	S	*	A	*	WM AA --	**	**	*	AIR TO AIR MISSILE (AAM)
1.X.2.2.1.3	S	*	A	*	WM U- --	**	**	*	SUBSURFACE TO SURFACE MISSILE (S/SSM)
1.X.2.2.1.4	S	*	A	*	WM L- --	**	**	*	LAND ATTACK MISSILE
1.X.2.2.2	S	*	A	*	WD -- --	**	**	*	DECOY
1.X.2.3	S	*	A	*	C- -- --	**	**	*	CIVIL AIRCRAFT
1.X.2.3.1	S	*	A	*	CF -- --	**	**	*	FIXED WING
1.X.2.3.2	S	*	A	*	CH -- --	**	**	*	HELICOPTER
1.X.2.3.3	S	*	A	*	CL -- --	**	**	*	LIGHTER THAN AIR

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground.

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3	S	*	G	*	-- -- --	**	**	*	GROUND TRACK
1.X.3.1	S	*	G	*	U- -- --	**	**	*	UNIT
1.X.3.1.1	S	*	G	*	UC -- --	**	**	*	COMBAT
1.X.3.1.1.1	S	*	G	*	UC D- --	**	**	*	AIR DEFENSE
1.X.3.1.1.1.1	S	*	G	*	UC DS --	**	**	*	SHORT RANGE
1.X.3.1.1.1.1.1	S	*	G	*	UC DS C-	**	**	*	CHAPARRAL
1.X.3.1.1.1.1.2	S	*	G	*	UC DS S-	**	**	*	STINGER
1.X.3.1.1.1.1.3	S	*	G	*	UC DS V-	**	**	*	VULCAN
1.X.3.1.1.2	S	*	G	*	UC DM --	**	**	*	AIR DEFENSE MISSILE
1.X.3.1.1.2.1	S	*	G	*	UC DM L-	**	**	*	AIR DEFENSE MISSILE LIGHT
1.X.3.1.1.2.1.1	S	*	G	*	UC DM LA	**	**	*	AIR DEFENSE MISSILE AVENGER
1.X.3.1.1.2.1.2	S	*	G	*	UC DM M	**	**	*	AIR DEFENSE MISSILE MEDIUM
1.X.3.1.1.2.3	S	*	G	*	UC DM H-	**	**	*	AIR DEFENSE MISSILE HEAVY
1.X.3.1.1.2.4	S	*	G	*	UC DH --	**	**	*	H/MAD
1.X.3.1.1.2.4.1	S	*	G	*	UC DH H-	**	**	*	HAWK
1.X.3.1.1.2.4.2	S	*	G	*	UC DH P-	**	**	*	PATRIOT
1.X.3.1.1.3	S	*	G	*	UC DG --	**	**	*	GUN UNIT
1.X.3.1.1.4	S	*	G	*	UC DC --	**	**	*	COMPOSITE
1.X.3.1.1.5	S	*	G	*	UC DT --	**	**	*	TARGETING UNIT
1.X.3.1.1.6	S	*	G	*	UC DO --	**	**	*	THEATER MISSILE DEFENSE UNIT
1.X.3.1.2	S	*	G	*	UC A- --	**	**	*	ARMOR
1.X.3.1.2.1	S	*	G	*	UC AT --	**	**	*	ARMOR TRACK
1.X.3.1.2.1.1	S	*	G	*	UC AT A-	**	**	*	ARMOR TRACK AIRBORNE
1.X.3.1.2.1.2	S	*	G	*	UC AT W-	**	**	*	ARMOR TRACK AMPHIBIOUS
1.X.3.1.2.1.2.1	S	*	G	*	UC AT WR	**	**	*	ARMOR TRACK AMPHIBIOUS RECOVERY
1.X.3.1.2.1.3	S	*	G	*	UC AT L-	**	**	*	ARMOR TRACK, LIGHT
1.X.3.1.2.1.4	S	*	G	*	UC AT M-	**	**	*	ARMOR TRACK, MEDIUM
1.X.3.1.2.1.5	S	*	G	*	UC AT H-	**	**	*	ARMOR TRACK, HEAVY
1.X.3.1.2.1.6	S	*	G	*	UC AT R-	**	**	*	ARMOR TRACK, RECOVERY
1.X.3.1.2.2	S	*	G	*	UC AW --	**	**	*	ARMOR, WHEELED
1.X.3.1.2.2.1	S	*	G	*	UC AW S-	**	**	*	ARMOR, WHEELED AIR ASSAULT
1.X.3.1.2.2.2	S	*	G	*	UC AW A-	**	**	*	ARMOR, WHEELED AIRBORNE

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.1.2.2.3	S	*	G	*	UC AW W-	**	**	*	ARMOR, WHEELED AMPHIBIOUS
1.X.3.1.1.2.2.3.1	S	*	G	*	UC AW WR	**	**	*	ARMOR, WHEELED AMPHIBIOUS RECOVERY
1.X.3.1.1.2.2.4	S	*	G	*	UC AW L-	**	**	*	ARMOR, WHEELED LIGHT
1.X.3.1.1.2.2.5	S	*	G	*	UC AW M-	**	**	*	ARMOR, WHEELED MEDIUM
1.X.3.1.1.2.2.6	S	*	G	*	UC AW H-	**	**	*	ARMOR, WHEELED HEAVY
1.X.3.1.1.2.2.7	S	*	G	*	UC AW R-	**	**	*	ARMOR, WHEELED RECOVERY
1.X.3.1.1.3	S	*	G	*	UC AA --	**	**	*	ANTI ARMOR
1.X.3.1.1.3.1	S	*	G	*	UC AA D-	**	**	*	ANTI ARMOR DISMOUNTED
1.X.3.1.1.3.2	S	*	G	*	UC AA L-	**	**	*	ANTI ARMOR LIGHT
1.X.3.1.1.3.3	S	*	G	*	UC AA M-	**	**	*	ANTI ARMOR AIRBORNE
1.X.3.1.1.3.4	S	*	G	*	UC AA S-	**	**	*	ANTI ARMOR AIR ASSAULT
1.X.3.1.1.3.5	S	*	G	*	UC AA U-	**	**	*	ANTI ARMOR MOUNTAIN
1.X.3.1.1.3.6	S	*	G	*	UC AA C-	**	**	*	ANTI ARMOR ARCTIC
1.X.3.1.1.3.7	S	*	G	*	UC AA A-	**	**	*	ANTI ARMOR ARMORED
1.X.3.1.1.3.7.1	S	*	G	*	UC AA AT	**	**	*	ANTI ARMOR ARMORED TRACKED
1.X.3.1.1.3.7.2	S	*	G	*	UC AA AW	**	**	*	ANTI ARMOR ARMORED WHEELED
1.X.3.1.1.3.7.3	S	*	G	*	UC AA AS	**	**	*	ANTI ARMOR ARMORED AIR ASSAULT
1.X.3.1.1.3.8	S	*	G	*	UC AA O-	**	**	*	ANTI ARMOR MOTORIZED
1.X.3.1.1.3.8.1	S	*	G	*	UC AA OS	**	**	*	ANTI ARMOR MOTORIZED AIR ASSAULT
1.X.3.1.1.4	S	*	G	*	UC V- --	**	**	*	AVIATION
1.X.3.1.1.4.1	S	*	G	*	UC VF --	**	**	*	FIXED WING
1.X.3.1.1.4.1.1	S	*	G	*	UC VF U-	**	**	*	UTILITY FIXED WING
1.X.3.1.1.4.1.2	S	*	G	*	UC VF A-	**	**	*	ATTACK FIXED WING
1.X.3.1.1.4.1.3	S	*	G	*	UC VF R-	**	**	*	RECON FIXED WING
1.X.3.1.1.4.2	S	*	G	*	UC VR --	**	**	*	ROTARY WING
1.X.3.1.1.4.2.1	S	*	G	*	UC VR A-	**	**	*	ATTACK ROTARY
1.X.3.1.1.4.2.2	S	*	G	*	UC VR S-	**	**	*	SCOUT ROTARY
1.X.3.1.1.4.2.3	S	*	G	*	UC VR W-	**	**	*	ANTISUBMARINE WARFARE ROTARY
1.X.3.1.1.4.2.4	S	*	G	*	UC VR U-	**	**	*	UTILITY ROTARY WING
1.X.3.1.1.4.2.4.1	S	*	G	*	UC VR UL	**	**	*	LIGHT UTILITY ROTARY
1.X.3.1.1.4.2.4.2	S	*	G	*	UC VR UM	**	**	*	MEDIUM UTILITY ROTARY

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.1.4.2.4.3	S	*	G	*	UC VR UH	**	**	*	HEAVY UTILITY ROTARY
1.X.3.1.1.4.2.5	S	*	G	*	UC VR UC	**	**	*	C2 ROTARY
1.X.3.1.1.4.2.6	S	*	G	*	UC VR UE	**	**	*	MEDEVAC ROTARY
1.X.3.1.1.4.2.7	S	*	G	*	UC VR M-	**	**	*	MINE COUNTERMEASURE ROTARY
1.X.3.1.1.4.3	S	*	G	*	UC VS --	**	**	*	SEARCH AND RESCUE
1.X.3.1.1.4.4	S	*	G	*	UC VC --	**	**	*	COMPOSITE
1.X.3.1.1.4.5	S	*	G	*	UC VV --	**	**	*	VERTICAL/SHORT TAKEOFF & LANDING (V/STOL)
1.X.3.1.1.4.6	S	*	G	*	UC VU --	**	**	*	UNMANNED AERIAL VEHICLE
1.X.3.1.1.4.6.1	S	*	G	*	UC VU F-	**	**	*	UNMANNED AERIAL VEHICLE FIXED WING
1.X.3.1.1.4.6.2	S	*	G	*	UC VU R-	**	**	*	UNMANNED AERIAL VEHICLE ROTARY WING
1.X.3.1.1.5	S	*	G	*	UC I- --	**	**	*	INFANTRY
1.X.3.1.1.5.1	S	*	G	*	UC IL --	**	**	*	INFANTRY LIGHT
1.X.3.1.1.5.2	S	*	G	*	UC IM --	**	**	*	INFANTRY MOTORIZED
1.X.3.1.1.5.3	S	*	G	*	UC IO --	**	**	*	INFANTRY MOUNTAIN
1.X.3.1.1.5.4	S	*	G	*	UC IA --	**	**	*	INFANTRY AIRBORNE
1.X.3.1.1.5.5	S	*	G	*	UC IS --	**	**	*	INFANTRY AIR ASSAULT
1.X.3.1.1.5.6	S	*	G	*	UC IZ --	**	**	*	INFANTRY MECHANIZED
1.X.3.1.1.5.7	S	*	G	*	UC IN --	**	**	*	INFANTRY NAVAL
1.X.3.1.1.5.8	S	*	G	*	UC II --	**	**	*	INFANTRY FIGHTING VEHICLE
1.X.3.1.1.5.9	S	*	G	*	UC IC --	**	**	*	INFANTRY ARCTIC
1.X.3.1.1.6	S	*	G	*	UC E- --	**	**	*	ENGINEER
1.X.3.1.1.6.1	S	*	G	*	UC EC --	**	**	*	COMBAT ENGINEER
1.X.3.1.1.6.1.1	S	*	G	*	UC EC S-	**	**	*	AIR ASSAULT COMBAT ENGINEER
1.X.3.1.1.6.1.2	S	*	G	*	UC EC A-	**	**	*	AIRBORNE COMBAT ENGINEER
1.X.3.1.1.6.1.3	S	*	G	*	UC EC C-	**	**	*	ARCTIC COMBAT ENGINEER
1.X.3.1.1.6.1.4	S	*	G	*	UC EC L-	**	**	*	LIGHT COMBAT ENGINEER (SAPPER)
1.X.3.1.1.6.1.5	S	*	G	*	UC EC M-	**	**	*	MEDIUM COMBAT ENGINEER
1.X.3.1.1.6.1.6	S	*	G	*	UC EC H-	**	**	*	HEAVY COMBAT ENGINEER
1.X.3.1.1.6.1.7	S	*	G	*	UC EC T-	**	**	*	MECHANIZED (TRACK) COMBAT ENGINEER
1.X.3.1.1.6.1.8	S	*	G	*	UC EC W-	**	**	*	MOTORIZED COMBAT ENGINEER

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.1.6.1.9	S	*	G	*	UC EC O-	**	**	*	MOUNTAIN COMBAT ENGINEER
1.X.3.1.1.6.1.10	S	*	G	*	UC EC R-	**	**	*	RECON COMBAT ENGINEER
1.X.3.1.1.6.2	S	*	G	*	UC EN --	**	**	*	CONSTRUCTION ENGINEER
1.X.3.1.1.6.2.1	S	*	G	*	UC EN N-	**	**	*	NAVAL CONSTRUCTION ENGINEER
1.X.3.1.1.7	S	*	G	*	UC F- --	**	**	*	FIELD ARTILLERY
1.X.3.1.1.7.1	S	*	G	*	UC FH --	**	**	*	HOWITZER/GUN
1.X.3.1.1.7.1.1	S	*	G	*	UC FH E-	**	**	*	SELF PROPELLED
1.X.3.1.1.7.1.2	S	*	G	*	UC FH S-	**	**	*	AIR ASSAULT
1.X.3.1.1.7.1.3	S	*	G	*	UC FH A-	**	**	*	AIRBORNE
1.X.3.1.1.7.1.4	S	*	G	*	UC FH C-	**	**	*	ARCTIC
1.X.3.1.1.7.1.5	S	*	G	*	UC FH O-	**	**	*	MOUNTAIN
1.X.3.1.1.7.1.6	S	*	G	*	UC FH L-	**	**	*	LIGHT
1.X.3.1.1.7.1.7	S	*	G	*	UC FH M-	**	**	*	MEDIUM
1.X.3.1.1.7.1.8	S	*	G	*	UC FH H-	**	**	*	HEAVY
1.X.3.1.1.7.1.9	S	*	G	*	UC FH X-	**	**	*	AMPHIBIOUS
1.X.3.1.1.7.2	S	*	G	*	UC FR --	**	**	*	ROCKET
1.X.3.1.1.7.2.1	S	*	G	*	UC FR S-	**	**	*	SINGLE ROCKET LAUNCHER
1.X.3.1.1.7.2.1.1	S	*	G	*	UC FR SS	**	**	*	SINGLE ROCKET SELF PROPELLED
1.X.3.1.1.7.2.1.2	S	*	G	*	UC FR SR	**	**	*	SINGLE ROCKET TRUCK
1.X.3.1.1.7.2.1.3	S	*	G	*	UC FR ST	**	**	*	SINGLE ROCKET TOWED
1.X.3.1.1.7.2.2	S	*	G	*	UC FR M-	**	**	*	MULTI ROCKET LAUNCHER
1.X.3.1.1.7.2.2.1	S	*	G	*	UC FR MS	**	**	*	MULTI ROCKET SELF PROPELLED
1.X.3.1.1.7.2.2.2	S	*	G	*	UC FR MR	**	**	*	MULTI ROCKET TRUCK
1.X.3.1.1.7.2.2.3	S	*	G	*	UC FR MT	**	**	*	MULTI ROCKET TOWED
1.X.3.1.1.7.3	S	*	G	*	UC FT --	**	**	*	TARGET ACQUISITION
1.X.3.1.1.7.3.1	S	*	G	*	UC FT R-	**	**	*	RADAR
1.X.3.1.1.7.3.2	S	*	G	*	UC FT S-	**	**	*	SOUND
1.X.3.1.1.7.3.3	S	*	G	*	UC FT F-	**	**	*	FLASH (OPTICAL)
1.X.3.1.1.7.3.4	S	*	G	*	UC FT C-	**	**	*	COLT/FIST
1.X.3.1.1.7.3.4.1	S	*	G	*	UC FT CD	**	**	*	DISMOUNTED COLT/FIST
1.X.3.1.1.7.3.4.2	S	*	G	*	UC FT CM	**	**	*	TRACKED COLT/FIST
1.X.3.1.1.7.3.5	S	*	G	*	UC FT A-	**	**	*	ANGLICO
1.X.3.1.1.7.4	S	*	G	*	UC FM --	**	**	*	MORTAR

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.1.7.4.1	S	*	G	*	UC FM S-	**	**	*	SELF PROPELLED (SP) TRACKED MORTAR
1.X.3.1.1.7.4.2	S	*	G	*	UC FM SW	**	**	*	SP WHEELED MORTAR
1.X.3.1.1.7.4.3	S	*	G	*	UC FM T-	**	**	*	TOWED MORTAR
1.X.3.1.1.7.4.3.1	S	*	G	*	UC FM TA	**	**	*	TOWED AIRBORNE MORTAR
1.X.3.1.1.7.4.3.2	S	*	G	*	UC FM TS	**	**	*	TOWED AIR ASSAULT MORTAR
1.X.3.1.1.7.4.3.3	S	*	G	*	UC FM TC	**	**	*	TOWED ARCTIC MORTAR
1.X.3.1.1.7.4.3.4	S	*	G	*	UC FM TO	**	**	*	TOWED MOUNTAIN MORTAR
1.X.3.1.1.7.4.4	S	*	G	*	UC FM L-	**	**	*	AMPHIBIOUS MORTAR
1.X.3.1.1.7.5	S	*	G	*	UC FS --	**	**	*	ARTILLERY SURVEY
1.X.3.1.1.7.5.1	S	*	G	*	UC FS S-	**	**	*	AIR ASSAULT
1.X.3.1.1.7.5.2	S	*	G	*	UC FS A-	**	**	*	AIRBORNE
1.X.3.1.1.7.5.3	S	*	G	*	UC FS L-	**	**	*	LIGHT
1.X.3.1.1.7.5.4	S	*	G	*	UC FS O-	**	**	*	MOUNTAIN
1.X.3.1.1.7.6	S	*	G	*	UC FO --	**	**	*	METEOROLOGICAL
1.X.3.1.1.7.6.1	S	*	G	*	UC FO S-	**	**	*	AIR ASSAULT METEOROLOGICAL
1.X.3.1.1.7.6.2	S	*	G	*	UC FO A-	**	**	*	AIRBORNE METEOROLOGICAL
1.X.3.1.1.7.6.3	S	*	G	*	UC FO L-	**	**	*	LIGHT METEOROLOGICAL
1.X.3.1.1.7.6.4	S	*	G	*	UC FO O-	**	**	*	MOUNTAIN METEOROLOGICAL
1.X.3.1.1.8	S	*	G	*	UC R- --	**	**	*	RECONNAISSANCE
1.X.3.1.1.8.1	S	*	G	*	UC RH --	**	**	*	HORSE RECON
1.X.3.1.1.8.2	S	*	G	*	UC RV --	**	**	*	CAVALRY
1.X.3.1.1.8.2.1	S	*	G	*	UC RV A-	**	**	*	ARMORED CAVALRY
1.X.3.1.1.8.2.2	S	*	G	*	UC RV M-	**	**	*	MOTORIZED CAVALRY
1.X.3.1.1.8.2.3	S	*	G	*	UC RV G-	**	**	*	GROUND CAVALRY
1.X.3.1.1.8.2.4	S	*	G	*	UC RV O-	**	**	*	AIR CAVALRY
1.X.3.1.1.8.3	S	*	G	*	UC RC --	**	**	*	ARCTIC RECON
1.X.3.1.1.8.4	S	*	G	*	UC RS --	**	**	*	AIR ASSAULT RECON
1.X.3.1.1.8.5	S	*	G	*	UC RA --	**	**	*	AIRBORNE RECON
1.X.3.1.1.8.6	S	*	G	*	UC RO --	**	**	*	MOUNTAIN RECON
1.X.3.1.1.8.7	S	*	G	*	UC RLL --	**	**	*	LIGHT RECON
1.X.3.1.1.8.8	S	*	G	*	UC RR --	**	**	*	MARINE RECON
1.X.3.1.1.8.8.1	S	*	G	*	UC RR D-	**	**	*	MARINE DIVISION

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.1.8.8.2	S	*	G	*	UC RR F-	**	**	*	MARINE FORCE
1.X.3.1.1.8.8.3	S	*	G	*	UC RR L-	**	**	*	MARINE LAR
1.X.3.1.1.8.9	S	*	G	*	UC RX --	**	**	*	LRS
1.X.3.1.1.9	S	*	G	*	UC M- --	**	**	*	MISSILE (SURF-SURF)
1.X.3.1.1.9.1	S	*	G	*	UC MT --	**	**	*	TACTICAL MISSILE
1.X.3.1.1.9.2	S	*	G	*	UC MS --	**	**	*	STRATEGIC MISSILE
1.X.3.1.1.10	S	*	G	*	UC I- --	**	**	*	INTERNAL SECURITY FORCES
1.X.3.1.1.10.1	S	*	G	*	UC IW --	**	**	*	RIVERINE FORCES
1.X.3.1.1.10.2	S	*	G	*	UC IG --	**	**	*	GROUND FORCES
1.X.3.1.1.10.2.1	S	*	G	*	UC IG D-	**	**	*	DISMOUNTED GROUND FORCES
1.X.3.1.1.10.2.2	S	*	G	*	UC IG M-	**	**	*	MOTORIZED GROUND FORCES
1.X.3.1.1.10.2.3	S	*	G	*	UC IG A-	**	**	*	MECHANIZED GROUND FORCES
1.X.3.1.1.10.3	S	*	G	*	UC IM --	**	**	*	WHEELED MECHANIZED FORCES
1.X.3.1.1.10.4	S	*	G	*	UC IR --	**	**	*	RAILROAD FORCES
1.X.3.1.1.10.5	S	*	G	*	UC IA --	**	**	*	AVIATION FORCES
1.X.3.1.2	S	*	G	*	UU -- --	**	**	*	COMBAT SUPPORT
1.X.3.1.2.1	S	*	G	*	UU A- --	**	**	*	COMBAT SUPPORT NBC
1.X.3.1.2.1.1	S	*	G	*	UU AC --	**	**	*	CHEMICAL
1.X.3.1.2.1.1.1	S	*	G	*	UU AC C-	**	**	*	SMOKE/DECON
1.X.3.1.2.1.1.1.1	S	*	G	*	UU AC CK	**	**	*	MECHANIZED SMOKE/DECON
1.X.3.1.2.1.1.1.2	S	*	G	*	UU AC CM	**	**	*	MOTORIZED SMOKE/DECON
1.X.3.1.2.1.1.2	S	*	G	*	UU AC S-	**	**	*	SMOKE
1.X.3.1.2.1.1.2.1	S	*	G	*	UU AC SM	**	**	*	MOTORIZED SMOKE
1.X.3.1.2.1.1.2.2	S	*	G	*	UU AC SA	**	**	*	ARMOR SMOKE
1.X.3.1.2.1.1.3	S	*	G	*	UU AC R-	**	**	*	CHEMICAL RECON
1.X.3.1.2.1.1.3.1	S	*	G	*	UU AC RW	**	**	*	CHEMICAL WHEELED ARMORED VEHICLE
1.X.3.1.2.1.1.3.2	S	*	G	*	UU AC RS	**	**	*	RECONNAISSANCE SURVEILLANCE
1.X.3.1.2.1.2	S	*	G	*	UU AN --	**	**	*	NUCLEAR
1.X.3.1.2.1.3	S	*	G	*	UU AB --	**	**	*	BIOLOGICAL
1.X.3.1.2.1.3.1	S	*	G	*	UU AB R-	**	**	*	RECON EQUIPPED
1.X.3.1.2.1.4	S	*	G	*	UU AD --	**	**	*	DECONTAMINATION
1.X.3.1.2.2	S	*	G	*	UU M- --	**	**	*	MILITARY INTELLIGENCE

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.2.2.1	S	*	G	*	UU MA --	**	**	*	AERIAL EXPLOITATION
1.X.3.1.2.2.2	S	*	G	*	UU MS --	**	**	*	SIGNAL INTELLIGENCE (SIGINT)
1.X.3.1.2.2.2.1	S	*	G	*	UU MS E-	**	**	*	ELECTRONIC WARFARE
1.X.3.1.2.2.2.1.1	S	*	G	*	UU MS EA	**	**	*	ARMORED WHEELED VEHICLE
1.X.3.1.2.2.2.1.2	S	*	G	*	UU MS ED	**	**	*	DIRECTION FINDING
1.X.3.1.2.2.2.1.3	S	*	G	*	UU MS EI	**	**	*	INTERCEPT
1.X.3.1.2.2.2.1.4	S	*	G	*	UU MS EJ	**	**	*	JAMMING
1.X.3.1.2.2.2.1.5	S	*	G	*	UU MS ET	**	**	*	THEATER
1.X.3.1.2.2.2.1.6	S	*	G	*	UU MS EC	**	**	*	CORPS
1.X.3.1.2.2.3	S	*	G	*	UU MC --	**	**	*	COUNTER INTELLIGENCE
1.X.3.1.2.2.4	S	*	G	*	UU MR --	**	**	*	SURVEILLANCE
1.X.3.1.2.2.4.1	S	*	G	*	UU MR G-	**	**	*	GROUND SURVEILLANCE RADAR
1.X.3.1.2.2.4.2	S	*	G	*	UU MR S-	**	**	*	SENSOR
1.X.3.1.2.2.4.2.1	S	*	G	*	UU MR SS	**	**	*	SENSOR SCM
1.X.3.1.2.2.4.3	S	*	G	*	UU MR X-	**	**	*	GROUND STATION MODULE
1.X.3.1.2.2.4.4	S	*	G	*	UU MM O-	**	**	*	METEOROLOGICAL
1.X.3.1.2.2.5	S	*	G	*	UU MO --	**	**	*	OPERATIONS
1.X.3.1.2.2.6	S	*	G	*	UU MT --	**	**	*	TACTICAL EXPLOIT
1.X.3.1.2.2.7	S	*	G	*	UU MQ --	**	**	*	INTERROGATION
1.X.3.1.2.2.8	S	*	G	*	UU MJ --	**	**	*	JOINT INTELLIGENCE CENTER
1.X.3.1.2.3	S	*	G	*	UU L- --	**	**	*	LAW ENFORCEMENT UNIT
1.X.3.1.2.3.1	S	*	G	*	UU LS --	**	**	*	SHORE PATROL
1.X.3.1.2.3.2	S	*	G	*	UU LM --	**	**	*	MILITARY POLICE
1.X.3.1.2.3.3	S	*	G	*	UU LC --	**	**	*	CIVILIAN LAW ENFORCEMENT
1.X.3.1.2.3.4	S	*	G	*	UU LF --	**	**	*	SECURITY POLICE (AIR)
1.X.3.1.2.3.5	S	*	G	*	UU LD --	**	**	*	CENTRAL INTELLIGENCE DIVISION (CID)
1.X.3.1.2.4	S	*	G	*	UU S- --	**	**	*	SIGNAL UNIT
1.X.3.1.2.4.1	S	*	G	*	UU SA --	**	**	*	AREA
1.X.3.1.2.4.2	S	*	G	*	UU SC --	**	**	*	COMMUNICATION CONFIGURED PACKAGE
1.X.3.1.2.4.2.1	S	*	G	*	UU SC L-	**	**	*	LARGE COMMUNICATION CONFIGURED PACKAGE
1.X.3.1.2.4.3	S	*	G	*	UU SO --	**	**	*	COMMAND OPERATIONS

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.2.4.4	S	*	G	*	UU SF --	**	**	*	FORWARD COMMUNICATIONS
1.X.3.1.2.4.5	S	*	G	*	UU SM --	**	**	*	MULTIPLE SUBSCRIBER ELEMENT
1.X.3.1.2.4.5.1	S	*	G	*	UU SM S-	**	**	*	SMALL EXTENSION NODE
1.X.3.1.2.4.5.2	S	*	G	*	UU SM L-	**	**	*	LARGE EXTENSION NODE
1.X.3.1.2.4.5.3	S	*	G	*	UU SM N-	**	**	*	NODE CENTER
1.X.3.1.2.4.6	S	*	G	*	UU SR --	**	**	*	RADIO UNIT
1.X.3.1.2.4.6.1	S	*	G	*	UU SR S-	**	**	*	TACTICAL SATELLITE
1.X.3.1.2.4.6.2	S	*	G	*	UU SR T-	**	**	*	TELETYPE CENTER
1.X.3.1.2.4.6.3	S	*	G	*	UU SR W-	**	**	*	RELAY
1.X.3.1.2.4.7	S	*	G	*	UU SS --	**	**	*	SIGNAL SUPPORT
1.X.3.1.2.4.8	S	*	G	*	UU SW --	**	**	*	TELEPHONE SWITCH
1.X.3.1.2.4.9	S	*	G	*	UU SX --	**	**	*	ELECTRONIC RANGING
1.X.3.1.2.5	S	*	G	*	UU I- --	**	**	*	INFORMATION WARFARE UNIT
1.X.3.1.2.6	S	*	G	*	UU L- --	**	**	*	LANDING SUPPORT
1.X.3.1.2.7	S	*	G	*	UU E- --	**	**	*	EXPLOSIVE ORDNANCE DISPOSAL
1.X.3.1.3	S	*	G	*	US -- --	**	**	*	COMBAT SERVICE SUPPORT
1.X.3.1.3.1	S	*	G	*	US A- --	**	**	*	ADMINISTRATIVE (ADMIN)
1.X.3.1.3.1.1	S	*	G	*	US AT --	**	**	*	ADMIN THEATER
1.X.3.1.3.1.2	S	*	G	*	US AC --	**	**	*	ADMIN CORPS
1.X.3.1.3.1.3	S	*	G	*	US AJ --	**	**	*	JUDGE ADVOCATE GENERAL (JAG)
1.X.3.1.3.1.3.1	S	*	G	*	US AJ T-	**	**	*	JAG THEATER
1.X.3.1.3.1.3.2	S	*	G	*	US AJ C-	**	**	*	JAG CORPS
1.X.3.1.3.1.4	S	*	G	*	US AO --	**	**	*	POSTAL
1.X.3.1.3.1.4.1	S	*	G	*	US AO T-	**	**	*	POSTAL THEATER
1.X.3.1.3.1.4.2	S	*	G	*	US AO C-	**	**	*	POSTAL CORPS
1.X.3.1.3.1.5	S	*	G	*	US AF --	**	**	*	FINANCE
1.X.3.1.3.1.5.1	S	*	G	*	US AF T-	**	**	*	FINANCE THEATER
1.X.3.1.3.1.5.2	S	*	G	*	US AF C-	**	**	*	FINANCE CORPS
1.X.3.1.3.1.6	S	*	G	*	US AS --	**	**	*	PERSONNEL SERVICES
1.X.3.1.3.1.6.1	S	*	G	*	US AS T-	**	**	*	PERSONNEL THEATER
1.X.3.1.3.1.6.2	S	*	G	*	US AS C-	**	**	*	PERSONNEL CORPS
1.X.3.1.3.1.7	S	*	G	*	US AM --	**	**	*	MORTUARY/GRAVES REGISTRY

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.3.1.7.1	S	*	G	*	US AM T-	**	**	*	MORTUARY/GRAVES REGISTRY THEATER
1.X.3.1.3.1.7.2	S	*	G	*	US AM C-	**	**	*	MORTUARY/GRAVES REGISTRY CORPS
1.X.3.1.3.1.8	S	*	G	*	US AR --	**	**	*	RELIGIOUS/CHAPLAIN
1.X.3.1.3.1.8.1	S	*	G	*	US AR T-	**	**	*	RELIGIOUS/CHAPLAIN THEATER
1.X.3.1.3.1.8.2	S	*	G	*	US AR C-	**	**	*	RELIGIOUS/CHAPLAIN CORPS
1.X.3.1.3.1.9	S	*	G	*	US AP --	**	**	*	PUBLIC AFFAIRS
1.X.3.1.3.1.9.1	S	*	G	*	US AP T-	**	**	*	PUBLIC AFFAIRS THEATER
1.X.3.1.3.1.9.2	S	*	G	*	US AP C-	**	**	*	PUBLIC AFFAIRS CORPS
1.X.3.1.3.1.9.3	S	*	G	*	US AP B-	**	**	*	PUBLIC AFFAIRS BROADCAST
1.X.3.1.3.1.9.3.1	S	*	G	*	US AP BT	**	**	*	PUBLIC AFFAIRS BROADCAST THEATER
1.X.3.1.3.1.9.3.2	S	*	G	*	US AP BC	**	**	*	PUBLIC AFFAIRS BROADCAST CORPS
1.X.3.1.3.1.9.4	S	*	G	*	US AP M-	**	**	*	PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB)
1.X.3.1.3.1.9.4.1	S	*	G	*	US AP MT	**	**	*	PUBLIC AFFAIRS JIB THEATER
1.X.3.1.3.1.9.4.2	S	*	G	*	US AP MC	**	**	*	PUBLIC AFFAIRS JIB CORPS
1.X.3.1.3.1.10	S	*	G	*	US AX --	**	**	*	REPLACEMENT HOLDING UNIT (RHU)
1.X.3.1.3.1.10.1	S	*	G	*	US AX T-	**	**	*	RHU THEATER
1.X.3.1.3.1.10.2	S	*	G	*	US AX C-	**	**	*	RHU CORPS
1.X.3.1.3.1.11	S	*	G	*	US AL --	**	**	*	LABOR
1.X.3.1.3.1.11.1	S	*	G	*	US AL T-	**	**	*	LABOR THEATER
1.X.3.1.3.1.11.2	S	*	G	*	US AL C-	**	**	*	LABOR CORPS
1.X.3.1.3.1.12	S	*	G	*	US AW --	**	**	*	MORAL, WELFARE, RECREATION (MWR)
1.X.3.1.3.1.12.1	S	*	G	*	US AW T-	**	**	*	MWR THEATER
1.X.3.1.3.1.12.2	S	*	G	*	US AW C-	**	**	*	MWR CORPS
1.X.3.1.3.1.13	S	*	G	*	US AQ --	**	**	*	QUARTERMASTER (SUPPLY)
1.X.3.1.3.1.13.1	S	*	G	*	US AQ T-	**	**	*	QUARTERMASTER (SUPPLY) THEATER
1.X.3.1.3.1.13.2	S	*	G	*	US AQ C-	**	**	*	QUARTERMASTER (SUPPLY) CORPS
1.X.3.1.3.2	S	*	G	*	US M- --	**	**	*	MEDICAL
1.X.3.1.3.2.1	S	*	G	*	US MT --	**	**	*	MEDICAL THEATER
1.X.3.1.3.2.2	S	*	G	*	US MC --	**	**	*	MEDICAL CORPS

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.3.2.3	S	*	G	*	US MM --	**	**	*	MEDICAL TREATMENT FACILITY
1.X.3.1.3.2.3.1	S	*	G	*	US MM T-	**	**	*	MEDICAL TREATMENT FACILITY THEATER
1.X.3.1.3.2.3.2	S	*	G	*	US MM C-	**	**	*	MEDICAL TREATMENT FACILITY CORPS
1.X.3.1.3.2.4	S	*	G	*	US MV --	**	**	*	MEDICAL VETERINARY
1.X.3.1.3.2.4.1	S	*	G	*	US MV T-	**	**	*	MEDICAL VETERINARY THEATER
1.X.3.1.3.2.4.2	S	*	G	*	US MV C-	**	**	*	MEDICAL VETERINARY CORPS
1.X.3.1.3.2.5	S	*	G	*	US MD --	**	**	*	MEDICAL DENTAL
1.X.3.1.3.2.5.1	S	*	G	*	US MD T-	**	**	*	MEDICAL DENTAL THEATER
1.X.3.1.3.2.5.2	S	*	G	*	US MD C-	**	**	*	MEDICAL DENTAL CORPS
1.X.3.1.3.2.6	S	*	G	*	US MP --	**	**	*	MEDICAL PSYCHOLOGICAL
1.X.3.1.3.2.6.1	S	*	G	*	US MP T-	**	**	*	MEDICAL PSYCHOLOGICAL THEATER
1.X.3.1.3.2.6.2	S	*	G	*	US MP C-	**	**	*	MEDICAL PSYCHOLOGICAL CORPS
1.X.3.1.3.3	S	*	G	*	US S- --	**	**	*	SUPPLY
1.X.3.1.3.3.1	S	*	G	*	US ST --	**	**	*	SUPPLY THEATER
1.X.3.1.3.3.2	S	*	G	*	US SC --	**	**	*	SUPPLY CORPS
1.X.3.1.3.3.3	S	*	G	*	US S1 --	**	**	*	SUPPLY CLASS I
1.X.3.1.3.3.3.1	S	*	G	*	US S1 T-	**	**	*	SUPPLY CLASS I THEATER
1.X.3.1.3.3.3.2	S	*	G	*	US S1 C-	**	**	*	SUPPLY CLASS I CORPS
1.X.3.1.3.3.4	S	*	G	*	US S2 --	**	**	*	SUPPLY CLASS II
1.X.3.1.3.3.4.1	S	*	G	*	US S2 T-	**	**	*	SUPPLY CLASS II THEATER
1.X.3.1.3.3.4.2	S	*	G	*	US S2 C-	**	**	*	SUPPLY CLASS II CORPS
1.X.3.1.3.3.5	S	*	G	*	US S3 --	**	**	*	SUPPLY CLASS III
1.X.3.1.3.3.5.1	S	*	G	*	US S3 T-	**	**	*	SUPPLY CLASS III THEATER
1.X.3.1.3.3.5.2	S	*	G	*	US S3 C-	**	**	*	SUPPLY CLASS III CORPS
1.X.3.1.3.3.5.3	S	*	G	*	US S3 A-	**	**	*	SUPPLY CLASS III AVIATION
1.X.3.1.3.3.5.3.1	S	*	G	*	US S3 AT	**	**	*	SUPPLY CLASS III AVIATION THEATER
1.X.3.1.3.3.5.3.2	S	*	G	*	US S3 AC	**	**	*	SUPPLY CLASS III AVIATION CORPS
1.X.3.1.3.3.6	S	*	G	*	US S4 --	**	**	*	SUPPLY CLASS IV
1.X.3.1.3.3.6.1	S	*	G	*	US S4 T-	**	**	*	SUPPLY CLASS IV THEATER
1.X.3.1.3.3.6.2	S	*	G	*	US S4 C-	**	**	*	SUPPLY CLASS IV CORPS
1.X.3.1.3.3.7	S	*	G	*	US S5 --	**	**	*	SUPPLY CLASS V

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.3.3.7.1	S	*	G	*	US S5 T-	**	**	*	SUPPLY CLASS V THEATER
1.X.3.1.3.3.7.2	S	*	G	*	US S5 C-	**	**	*	SUPPLY CLASS V CORPS
1.X.3.1.3.3.8	S	*	G	*	US S6 --	**	**	*	SUPPLY CLASS VI
1.X.3.1.3.3.8.1	S	*	G	*	US S6 T-	**	**	*	SUPPLY CLASS VI THEATER
1.X.3.1.3.3.8.2	S	*	G	*	US S6 C-	**	**	*	SUPPLY CLASS VI CORPS
1.X.3.1.3.3.9	S	*	G	*	US S7 --	**	**	*	SUPPLY CLASS VII
1.X.3.1.3.3.9.1	S	*	G	*	US S7 T-	**	**	*	SUPPLY CLASS VII THEATER
1.X.3.1.3.3.9.2	S	*	G	*	US S7 C-	**	**	*	SUPPLY CLASS VII CORPS
1.X.3.1.3.3.10	S	*	G	*	US S8 --	**	**	*	SUPPLY CLASS VIII
1.X.3.1.3.3.10.1	S	*	G	*	US S8 T-	**	**	*	SUPPLY CLASS VIII THEATER
1.X.3.1.3.3.10.2	S	*	G	*	US S8 C-	**	**	*	SUPPLY CLASS VIII CORPS
1.X.3.1.3.3.11	S	*	G	*	US S9 --	**	**	*	SUPPLY CLASS IX
1.X.3.1.3.3.11.1	S	*	G	*	US S9 T-	**	**	*	SUPPLY CLASS IX THEATER
1.X.3.1.3.3.11.2	S	*	G	*	US S9 C-	**	**	*	SUPPLY CLASS IX CORPS
1.X.3.1.3.3.12	S	*	G	*	US SX --	**	**	*	SUPPLY CLASS X
1.X.3.1.3.3.12.1	S	*	G	*	US SX T-	**	**	*	SUPPLY CLASS X THEATER
1.X.3.1.3.3.12.2	S	*	G	*	US SX C-	**	**	*	SUPPLY CLASS X CORPS
1.X.3.1.3.3.13	S	*	G	*	US SL --	**	**	*	SUPPLY LAUNDRY/BATH
1.X.3.1.3.3.13.1	S	*	G	*	US SL T-	**	**	*	SUPPLY LAUNDRY/BATH THEATER
1.X.3.1.3.3.13.2	S	*	G	*	US SL C-	**	**	*	SUPPLY LAUNDRY/BATH CORPS
1.X.3.1.3.3.14	S	*	G	*	US SW --	**	**	*	SUPPLY WATER
1.X.3.1.3.3.14.1	S	*	G	*	US SW T-	**	**	*	SUPPLY WATER THEATER
1.X.3.1.3.3.14.2	S	*	G	*	US SW C-	**	**	*	SUPPLY WATER CORPS
1.X.3.1.3.3.14.3	S	*	G	*	US SW P-	**	**	*	SUPPLY WATER PURIFICATION
1.X.3.1.3.3.14.3.1	S	*	G	*	US SW PT	**	**	*	SUPPLY WATER PURIFICATION THEATER
1.X.3.1.3.3.14.3.2	S	*	G	*	US SW PC	**	**	*	SUPPLY WATER PURIFICATION CORPS
1.X.3.1.3.4	S	*	G	*	US T- --	**	**	*	TRANSPORTATION
1.X.3.1.3.4.1	S	*	G	*	US TT --	**	**	*	TRANSPORTATION THEATER
1.X.3.1.3.4.2	S	*	G	*	US TC --	**	**	*	TRANSPORTATION CORPS
1.X.3.1.3.4.3	S	*	G	*	US TM --	**	**	*	MCC
1.X.3.1.3.4.3.1	S	*	G	*	US TM T-	**	**	*	MCC THEATER
1.X.3.1.3.4.3.2	S	*	G	*	US TM C-	**	**	*	MCC CORPS

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.3.4.4	S	*	G	*	US TR --	**	**	*	RAILHEAD
1.X.3.1.3.4.4.1	S	*	G	*	US TR T-	**	**	*	RAILHEAD THEATER
1.X.3.1.3.4.4.2	S	*	G	*	US TR C-	**	**	*	RAILHEAD CORPS
1.X.3.1.3.4.5	S	*	G	*	US TS --	**	**	*	SPOD/SPOE
1.X.3.1.3.4.5.1	S	*	G	*	US TS T-	**	**	*	SPOD/SPOE THEATER
1.X.3.1.3.4.5.2	S	*	G	*	US TS C-	**	**	*	SPOD/SPOE CORPS
1.X.3.1.3.4.6	S	*	G	*	US TA --	**	**	*	APOD/APOE
1.X.3.1.3.4.6.1	S	*	G	*	US TA T-	**	**	*	APOD/APOE THEATER
1.X.3.1.3.4.6.2	S	*	G	*	US TA C-	**	**	*	APOD/APOE CORPS
1.X.3.1.3.4.7	S	*	G	*	US TI --	**	**	*	MISSILE
1.X.3.1.3.4.7.1	S	*	G	*	US TI T-	**	**	*	MISSILE THEATER
1.X.3.1.3.4.7.2	S	*	G	*	US TI C-	**	**	*	MISSILE CORPS
1.X.3.1.3.5	S	*	G	*	US X- --	**	**	*	MAINTENANCE
1.X.3.1.3.5.1	S	*	G	*	US XT --	**	**	*	MAINTENANCE THEATER
1.X.3.1.3.5.2	S	*	G	*	US XC --	**	**	*	MAINTENANCE CORPS
1.X.3.1.3.5.3	S	*	G	*	US XH --	**	**	*	MAINTENANCE HEAVY
1.X.3.1.3.5.3.1	S	*	G	*	US XH T-	**	**	*	MAINTENANCE HEAVY THEATER
1.X.3.1.3.5.3.2	S	*	G	*	US XH C-	**	**	*	MAINTENANCE HEAVY CORPS
1.X.3.1.3.5.4	S	*	G	*	US XR --	**	**	*	MAINTENANCE RECOVERY
1.X.3.1.3.5.4.1	S	*	G	*	US XR T-	**	**	*	MAINTENANCE RECOVERY THEATER
1.X.3.1.3.5.4.2	S	*	G	*	US XR C-	**	**	*	MAINTENANCE RECOVERY CORPS
1.X.3.1.3.5.5	S	*	G	*	US XO --	**	**	*	ORDINANCE
1.X.3.1.3.5.5.1	S	*	G	*	US XO T-	**	**	*	ORDINANCE THEATER
1.X.3.1.3.5.5.2	S	*	G	*	US XO C-	**	**	*	ORDINANCE CORPS
1.X.3.1.3.5.5.3	S	*	G	*	US XO M-	**	**	*	ORDINANCE MISSILE
1.X.3.1.3.5.5.3.1	S	*	G	*	US XO MT	**	**	*	ORDINANCE MISSILE THEATER
1.X.3.1.3.5.5.3.2	S	*	G	*	US XO MC	**	**	*	ORDINANCE MISSILE CORPS
1.X.3.1.3.5.6	S	*	G	*	US XE --	**	**	*	ELECTRO-OPTICAL
1.X.3.1.3.5.6.1	S	*	G	*	US XE T-	**	**	*	ELECTRO-OPTICAL THEATER
1.X.3.1.3.5.6.2	S	*	G	*	US XE C-	**	**	*	ELECTRO-OPTICAL CORPS
1.X.3.1.3.6	S	*	G	*	US E- --	**	**	*	ELECTRONIC WARFARE
1.X.3.1.3.6.1	S	*	G	*	US ET --	**	**	*	ELECTRONIC WARFARE THEATER
1.X.3.1.3.6.2	S	*	G	*	US EC --	**	**	*	ELECTRONIC WARFARE CORPS

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.4	S	*	G	*	UH -- --	**	**	*	SPECIAL C2 HEADQUARTERS COMPONENT
1.X.3.2	S	*	G	*	E- -- --	**	**	*	GROUND EQUIPMENT
1.X.3.2.1	S	*	G	*	EW -- --	**	**	*	WEAPONS
1.X.3.2.1.1	S	*	G	*	EW M- --	**	**	*	MISSILE LAUNCHERS
1.X.3.2.1.1.1	S	*	G	*	EW MA --	**	**	*	AIR DEFENSE (AD) MISSILE LAUNCH
1.X.3.2.1.1.1.1	S	*	G	*	EW MA T-	**	**	*	AD MISSILE LAUNCH THEATER
1.X.3.2.1.1.1.2	S	*	G	*	EW MA L-	**	**	*	LONG RANGE AD MISSILE LAUNCH
1.X.3.2.1.1.1.3	S	*	G	*	EW MA I-	**	**	*	INTERMEDIATE RANGE AD MISSILE LAUNCH
1.X.3.2.1.1.1.4	S	*	G	*	EW MA S-	**	**	*	SHORT RANGE AD MISSILE LAUNCH
1.X.3.2.1.1.2	S	*	G	*	EW MS --	**	**	*	SURF-SURF (SS) MISSILE LAUNCHER
1.X.3.2.1.1.2.1	S	*	G	*	EW MS L-	**	**	*	LONG RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.2.2	S	*	G	*	EW MS I-	**	**	*	INTERMEDIATE RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.2.3	S	*	G	*	EW MS S-	**	**	*	SHORT RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.3	S	*	G	*	EW MT --	**	**	*	ANTI TANK (AT) MISSILE LAUNCHER
1.X.3.2.1.1.3.1	S	*	G	*	EW MT L-	**	**	*	LIGHT AT MISSILE LAUNCHER
1.X.3.2.1.1.3.2	S	*	G	*	EW MT M-	**	**	*	MEDIUM AT MISSILE LAUNCHER
1.X.3.2.1.1.3.3	S	*	G	*	EW MT H-	**	**	*	HEAVY AT MISSILE LAUNCHER
1.X.3.2.1.2	S	*	G	*	EW S- --	**	**	*	SINGLE ROCKET LAUNCHER
1.X.3.2.1.2.1	S	*	G	*	EW SL --	**	**	*	SINGLE ROCKET LAUNCHER LIGHT
1.X.3.2.1.2.2	S	*	G	*	EW SM --	**	**	*	SINGLE ROCKET LAUNCHER MEDIUM
1.X.3.2.1.2.3	S	*	G	*	EW SH --	**	**	*	SINGLE ROCKET LAUNCHER HEAVY
1.X.3.2.1.3	S	*	G	*	EW X- --	**	**	*	MULTIPLE ROCKET LAUNCHER
1.X.3.2.1.3.1	S	*	G	*	EW XL --	**	**	*	MULTIPLE ROCKET LAUNCHER LIGHT
1.X.3.2.1.3.2	S	*	G	*	EW XM --	**	**	*	MULTIPLE ROCKET LAUNCHER MEDIUM
1.X.3.2.1.3.3	S	*	G	*	EW XH --	**	**	*	MULTIPLE ROCKET LAUNCHER HEAVY
1.X.3.2.1.4	S	*	G	*	EW T- --	**	**	*	ANTITANK ROCKET LAUNCHER
1.X.3.2.1.4.1	S	*	G	*	EW TL --	**	**	*	ANTITANK ROCKET LAUNCHER LIGHT

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.2.1.4.2	S	*	G	*	EW TM --	**	**	*	ANTITANK ROCKET LAUNCHER MEDIUM
1.X.3.2.1.4.3	S	*	G	*	EW TH --	**	**	*	ANTITANK ROCKET LAUNCHER HEAVY
1.X.3.2.1.5	S	*	G	*	EW R- --	**	**	*	RIFLE/AUTOMATIC WEAPON
1.X.3.2.1.5.1	S	*	G	*	EW RR --	**	**	*	RIFLE
1.X.3.2.1.5.2	S	*	G	*	EW RL --	**	**	*	LIGHT MACHINE GUN
1.X.3.2.1.5.3	S	*	G	*	EW RH --	**	**	*	HEAVY MACHINE GUN
1.X.3.2.1.6	S	*	G	*	EW Z- --	**	**	*	GRENADE LAUNCHER
1.X.3.2.1.6.1	S	*	G	*	EW ZL --	**	**	*	LIGHT GRENADE
1.X.3.2.1.6.2	S	*	G	*	EW ZM --	**	**	*	MEDIUM GRENADE
1.X.3.2.1.6.3	S	*	G	*	EW ZH --	**	**	*	HEAVY GRENADE
1.X.3.2.1.7	S	*	G	*	EW O- --	**	**	*	MORTAR
1.X.3.2.1.7.1	S	*	G	*	EW OL --	**	**	*	LIGHT MORTAR
1.X.3.2.1.7.2	S	*	G	*	EW OM --	**	**	*	MEDIUM MORTAR
1.X.3.2.1.7.3	S	*	G	*	EW OH --	**	**	*	HEAVY MORTAR
1.X.3.2.1.8	S	*	G	*	EW H- --	**	**	*	HOWITZER
1.X.3.2.1.8.1	S	*	G	*	EW HL --	**	**	*	LIGHT HOWITZER
1.X.3.2.1.8.1.1	S	*	G	*	EW HL S-	**	**	*	LIGHT HOWITZER SELF-PROPELLED
1.X.3.2.1.8.2	S	*	G	*	EW HM --	**	**	*	MEDIUM HOWITZER
1.X.3.2.1.8.2.1	S	*	G	*	EW HM S-	**	**	*	MEDIUM HOWITZER SELF-PROPELLED
1.X.3.2.1.8.3	S	*	G	*	EW HH --	**	**	*	HEAVY HOWITZER
1.X.3.2.1.8.3.1	S	*	G	*	EW HH S-	**	**	*	HEAVY HOWITZER SELF-PROPELLED
1.X.3.2.1.9	S	*	G	*	EW G- --	**	**	*	ANTITANK (AT) GUN
1.X.3.2.1.9.1	S	*	G	*	EW GR --	**	**	*	RECOILLESS AT GUN
1.X.3.2.1.9.2	S	*	G	*	EW GL --	**	**	*	LIGHT AT GUN
1.X.3.2.1.9.3	S	*	G	*	EW GM --	**	**	*	MEDIUM AT GUN
1.X.3.2.1.9.4	S	*	G	*	EW GH --	**	**	*	HEAVY AT GUN
1.X.3.2.1.10	S	*	G	*	EW D- --	**	**	*	DIRECT FIRE GUN
1.X.3.2.1.10.1	S	*	G	*	EW DL --	**	**	*	LIGHT DIRECT FIRE GUN
1.X.3.2.1.10.1.1	S	*	G	*	EW DL S-	**	**	*	LIGHT DIRECT FIRE GUN SELF-PROPELLED
1.X.3.2.1.10.2	S	*	G	*	EW DM --	**	**	*	MEDIUM DIRECT FIRE GUN

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.2.1.10.2.1	S	*	G	*	EW DM S-	**	**	*	MEDIUM DIRECT FIRE GUN SELF-PROPELLED
1.X.3.2.1.10.3	S	*	G	*	EW DH --	**	**	*	HEAVY DIRECT FIRE GUN
1.X.3.2.1.10.3.1	S	*	G	*	EW DH S-	**	**	*	HEAVY DIRECT FIRE GUN SELF-PROPELLED
1.X.3.2.1.11	S	*	G	*	EW A- --	**	**	*	AIR DEFENSE GUN
1.X.3.2.1.11.1	S	*	G	*	EW AL --	**	**	*	AIR DEFENSE GUN LIGHT
1.X.3.2.1.11.2	S	*	G	*	EW AM --	**	**	*	AIR DEFENSE GUN MEDIUM
1.X.3.2.1.11.3	S	*	G	*	EW AH --	**	**	*	AIR DEFENSE GUN HEAVY
1.X.3.2.2	S	*	G	*	EV -- --	**	**	*	GROUND VEHICLE
1.X.3.2.2.1	S	*	G	*	EV A- --	**	**	*	ARMORED VEHICLE
1.X.3.2.2.1.1	S	*	G	*	EV AT --	**	**	*	TANK
1.X.3.2.2.1.1.1	S	*	G	*	EV AT L-	**	**	*	LIGHT TANK
1.X.3.2.2.1.1.1.1	S	*	G	*	EV AT W-	**	**	*	LIGHT TANK RECOVERY
1.X.3.2.2.1.1.2	S	*	G	*	EV AT M-	**	**	*	MEDIUM TANK
1.X.3.2.2.1.1.2.1	S	*	G	*	EV AT X-	**	**	*	MEDIUM TANK RECOVERY
1.X.3.2.2.1.1.3	S	*	G	*	EV AT H-	**	**	*	HEAVY TANK
1.X.3.2.2.1.1.3.1	S	*	G	*	EV AT Y-	**	**	*	HEAVY TANK RECOVERY
1.X.3.2.2.1.2	S	*	G	*	EV AA --	**	**	*	ARMORED PERSONNEL CARRIER
1.X.3.2.2.1.2.1	S	*	G	*	EV AA R-	**	**	*	ARMORED PERSONNEL CARRIER RECOVERY
1.X.3.2.2.1.3	S	*	G	*	EV AI --	**	**	*	ARMORED INFANTRY
1.X.3.2.2.1.4	S	*	G	*	EV AC --	**	**	*	C2V/ACV
1.X.3.2.2.1.5	S	*	G	*	EV AS --	**	**	*	COMBAT SERVICE SUPPORT VEHICLE
1.X.3.2.2.1.6	S	*	G	*	EV AL --	**	**	*	LIGHT ARMORED VEHICLE
1.X.3.2.2.2	S	*	G	*	EV U- --	**	**	*	UTILITY VEHICLE
1.X.3.2.2.2.1	S	*	G	*	EV UB --	**	**	*	BUS
1.X.3.2.2.2.2	S	*	G	*	EV US --	**	**	*	SEMI
1.X.3.2.2.2.3	S	*	G	*	EV UT L-	**	**	*	LIMITED X-COUNTRY TRUCK
1.X.3.2.2.2.4	S	*	G	*	EV UT X-	**	**	*	CROSS-COUNTRY TRUCK
1.X.3.2.2.2.5	S	*	G	*	EV UR --	**	**	*	WATER CRAFT
1.X.3.2.2.3	S	*	G	*	EV E- --	**	**	*	ENGINEER VEHICLE
1.X.3.2.2.3.1	S	*	G	*	EV EB --	**	**	*	BRIDGE
1.X.3.2.2.3.2	S	*	G	*	EV EE --	**	**	*	EARTHMOVER

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.2.2.3.3	S	*	G	*	EV EC --	**	**	*	CONSTRUCTION VEHICLE
1.X.3.2.2.3.4	S	*	G	*	EV EM --	**	**	*	MINE LAYING VEHICLE
1.X.3.2.2.3.4.1	S	*	G	*	EV EM A-	**	**	*	ARMORED VEHICLE MOUNTED
1.X.3.2.2.3.4.2	S	*	G	*	EV EM T-	**	**	*	TRAILER MOUNTED
1.X.3.2.2.3.4.3	S	*	G	*	EV EM V-	**	**	*	ARMORED CARRIER WITH VOLCANO
1.X.3.2.2.3.4.4	S	*	G	*	EV EM L-	**	**	*	TRUCK MOUNTED WITH VOLCANO
1.X.3.2.2.3.5	S	*	G	*	EV ED --	**	**	*	DOZER
1.X.3.2.2.4	S	*	G	*	EV ST --	**	**	*	TRAIN LOCOMOTIVE
1.X.3.2.2.5	S	*	G	*	EV C- --	**	**	*	CIVILIAN VEHICLE
1.X.3.2.3	S	*	G	*	ES -- --	**	**	*	SENSOR
1.X.3.2.3.1	S	*	G	*	ES R- --	**	**	*	RADAR
1.X.3.2.3.2	S	*	G	*	ES E- --	**	**	*	EMPLACED SENSOR
1.X.3.2.4	S	*	G	*	EX -- --	**	**	*	SPECIAL EQUIPMENT
1.X.3.2.4.1	S	*	G	*	EX L- --	**	**	*	LASER
1.X.3.2.4.2	S	*	G	*	EX N- --	**	**	*	NBC EQUIPMENT
1.X.3.2.4.3	S	*	G	*	EX F- --	**	**	*	FLAME THROWER
1.X.3.2.4.4	S	*	G	*	EX M- --	**	**	*	LAND MINES
1.X.3.2.4.4.1	S	*	G	*	EX MC --	**	**	*	CLAYMORE
1.X.3.2.4.4.2	S	*	G	*	EX ML --	**	**	*	LESS THAN LETHAL
1.X.3.3	S	*	G	*	I- -- --	H*	**	*	INSTALLATION
1.X.3.3.1	S	*	G	*	IR -- --	H*	**	*	RAW MATERIAL PRODUCTION/STORAGE
1.X.3.3.1.1	S	*	G	*	IR M- --	H*	**	*	MINE
1.X.3.3.1.2	S	*	G	*	IR P- --	H*	**	*	PETROLEUM/GAS/OIL
1.X.3.3.1.3	S	*	G	*	IR N- --	H*	**	*	NBC
1.X.3.3.1.3.1	S	*	G	*	IR NB --	H*	**	*	BIOHAZARD
1.X.3.3.1.3.2	S	*	G	*	IR NC --	H*	**	*	CHEMICAL
1.X.3.3.1.3.3	S	*	G	*	IR NN --	H*	**	*	NUCLEAR
1.X.3.3.2	S	*	G	*	IP -- --	H*	**	*	PROCESSING FACILITY
1.X.3.3.2.1	S	*	G	*	IP D- --	H*	**	*	DECON PROCESSING
1.X.3.3.3	S	*	G	*	IE -- --	H*	**	*	EQUIPMENT MANUFACTURE
1.X.3.3.4	S	*	G	*	IU -- --	H*	**	*	SERVICE, RESEARCH, UTILITY FACILITY

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APPENDIX B

TABLE B-V. Warfighting symbol codes - ground (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.3.4.1	S	*	G	*	IU R- --	H*	**	*	TECHNOLOGICAL RESEARCH FACILITY
1.X.3.3.4.2	S	*	G	*	IU T- --	H*	**	*	TELECOMMUNICATIONS FACILITY
1.X.3.3.4.3	S	*	G	*	IU E- --	H*	**	*	ELECTRIC POWER FACILITY
1.X.3.3.4.4	S	*	G	*	IU P- --	H*	**	*	PUBLIC WATER SERVICES
1.X.3.3.5	S	*	G	*	IM -- --	H*	**	*	MILITARY MATERIEL FACILITY
1.X.3.3.5.1	S	*	G	*	IM F- --	H*	**	*	ATOMIC ENERGY REACTOR
1.X.3.3.5.2	S	*	G	*	IM A- --	H*	**	*	AIRCRAFT PRODUCTION & ASSEMBLY
1.X.3.3.5.3	S	*	G	*	IM E- --	H*	**	*	AMMUNITION AND EXPLOSIVES PRODUCTION
1.X.3.3.5.4	S	*	G	*	IM G- --	H*	**	*	ARMAMENT PRODUCTION
1.X.3.3.5.5	S	*	G	*	IM V- --	H*	**	*	MILITARY VEHICLE PRODUCTION
1.X.3.3.5.6	S	*	G	*	IM N- --	H*	**	*	ENGINEERING EQUIPMENT PRODUCTION
1.X.3.3.5.6.1	S	*	G	*	IM NB --	H*	**	*	BRIDGE
1.X.3.3.5.7	S	*	G	*	IM C- --	H*	**	*	CHEMICAL & BIOLOGICAL WARFARE PRODUCTION
1.X.3.3.5.8	S	*	G	*	IM S- --	H*	**	*	SHIP CONSTRUCTION
1.X.3.3.5.9	S	*	G	*	IM M- --	H*	**	*	MISSILE & SPACE SYSTEM PRODUCTION
1.X.3.3.6	S	*	G	*	IG -- --	H*	**	*	GOVERNMENT LEADERSHIP
1.X.3.3.7	S	*	G	*	IB -- --	H*	**	*	MILITARY BASE/FACILITY
1.X.3.3.7.1	S	*	G	*	IB A- --	H*	**	*	AIRPORT/AIRBASE
1.X.3.3.7.2	S	*	G	*	IB N- --	H*	**	*	SEAPORT/NAVAL BASE
1.X.3.3.8	S	*	G	*	IT -- --	H*	**	*	TRANSPORT FACILITY
1.X.3.3.9	S	*	G	*	IX -- --	H*	**	*	MEDICAL FACILITY
1.X.3.3.9.1	S	*	G	*	IX H- --	H*	**	*	HOSPITAL

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APPENDIX B

TABLE B-VI. Warfighting symbol codes - sea surface.

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	E C H E L O N / S I Z E	C O U N T R Y	O R D E R O F B A T T L E	DESCRIPTION
1.X.4	S	*	S	*	-- -- --	**	**	*	SURFACE TRACK
1.X.4.1	S	*	S	*	C- -- --	**	**	*	COMBATANT
1.X.4.1.1	S	*	S	*	CL -- --	**	**	*	LINE
1.X.4.1.1.1	S	*	S	*	CL CV --	**	**	*	CARRIER
1.X.4.1.1.2	S	*	S	*	CL BB --	**	**	*	BATTLESHIP
1.X.4.1.1.3	S	*	S	*	CL CC --	**	**	*	CRUISER
1.X.4.1.1.4	S	*	S	*	CL DD --	**	**	*	DESTROYER
1.X.4.1.1.5	S	*	S	*	CL FF --	**	**	*	FRIGATE/CORVETTE
1.X.4.1.2	S	*	S	*	CA -- --	**	**	*	AMPHIBIOUS WARFARE SHIP
1.X.4.1.2.1	S	*	S	*	CA LA --	**	**	*	ASSAULT VESSEL
1.X.4.1.2.2	S	*	S	*	CA LS --	**	**	*	LANDING SHIP
1.X.4.1.2.3	S	*	S	*	CA LC --	**	**	*	LANDING CRAFT
1.X.4.1.3	S	*	S	*	CM -- --	**	**	*	MINE WARFARE VESSEL
1.X.4.1.3.1	S	*	S	*	CM ML --	**	**	*	MINELAYER
1.X.4.1.3.2	S	*	S	*	CM MS --	**	**	*	MINESWEEPER
1.X.4.1.3.3	S	*	S	*	CM MH --	**	**	*	MINEHUNTER
1.X.4.1.3.4	S	*	S	*	CM MA --	**	**	*	MCM SUPPORT
1.X.4.1.3.5	S	*	S	*	CM MD --	**	**	*	MCM DRONE
1.X.4.1.4	S	*	S	*	CP -- --	**	**	*	PATROL
1.X.4.1.4.1	S	*	S	*	CP SB --	**	**	*	ANTI SUBMARINE WARFARE
1.X.4.1.4.2	S	*	S	*	CP SU --	**	**	*	ANTI SURFACE WARFARE
1.X.4.1.5	S	*	S	*	CH -- --	**	**	*	HOVERCRAFT
1.X.4.1.6	S	*	S	*	S- -- --	**	**	*	STATION
1.X.4.1.6.1	S	*	S	*	SP -- --	**	**	*	PICKET
1.X.4.1.6.2	S	*	S	*	SA -- --	**	**	*	ASW SHIP
1.X.4.1.7	S	*	S	*	G- -- --	**	**	*	NAVY GROUP
1.X.4.1.7.1	S	*	S	*	GT -- --	**	**	*	NAVY TASK FORCE
1.X.4.1.7.2	S	*	S	*	GG -- --	**	**	*	NAVY TASK GROUP
1.X.4.1.7.3	S	*	S	*	GU -- --	**	**	*	NAVY TASK UNIT
1.X.4.1.7.4	S	*	S	*	GC -- --	**	**	*	CONVOY
1.X.4.2	S	*	S	*	N- -- --	**	**	*	NON COMBATANT
1.X.4.2.1	S	*	S	*	NR -- --	**	**	*	UNDERWAY REPLENISHMENT
1.X.4.2.2	S	*	S	*	NF -- --	**	**	*	FLEET SUPPORT

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APPENDIX B

TABLE B-VI. Warfighting symbol codes - sea surface (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	E C H E L O N / S I Z E	C O U N T R Y	O R D E R O F B A T T L E	DESCRIPTION
1.X.4.2.3	S	*	S	*	NI -- --	**	**	*	INTELLIGENCE
1.X.4.2.4	S	*	S	*	NS -- --	**	**	*	SERVICE & SUPPORT HARBOR
1.X.4.2.5	S	*	S	*	NM -- --	**	**	*	HOSPITAL SHIP
1.X.4.2.6	S	*	S	*	NH -- --	**	**	*	HOVERCRAFT
1.X.4.2.7	S	*	S	*	NN -- --	**	**	*	STATION
1.X.4.2.7.1	S	*	S	*	NN R- --	**	**	*	RESCUE
1.X.4.3	S	*	S	*	X- -- --	**	**	*	NON MILITARY
1.X.4.3.1	S	*	S	*	XM -- --	**	**	*	MERCHANT
1.X.4.3.1.1	S	*	S	*	XM C- --	**	**	*	CARGO
1.X.4.3.1.2	S	*	S	*	XM R- --	**	**	*	ROLL ON-ROLL OFF
1.X.4.3.1.3	S	*	S	*	XM O- --	**	**	*	OILER/TANKER
1.X.4.3.1.4	S	*	S	*	XM TU --	**	**	*	TUG
1.X.4.3.1.5	S	*	S	*	XM F- --	**	**	*	FERRY
1.X.4.3.1.6	S	*	S	*	XM P- --	**	**	*	PASSENGER
1.X.4.3.1.7	S	*	S	*	XM H- --	**	**	*	HAZARDOUS MATERIALS (HAZMAT)
1.X.4.3.1.8	S	*	S	*	XM TO --	**	**	*	TOWING VESSEL
1.X.4.3.2	S	*	S	*	XF -- --	**	**	*	FISHING
1.X.4.3.2.1	S	*	S	*	XF DF --	**	**	*	DRIFTER
1.X.4.3.2.2	S	*	S	*	XF DR --	**	**	*	DREDGE
1.X.4.3.2.3	S	*	S	*	XF TR --	**	**	*	TRAWLER
1.X.4.3.3	S	*	S	*	XR -- --	**	**	*	LEISURE CRAFT
1.X.4.3.4	S	*	S	*	XL -- --	**	**	*	LAW ENFORCEMENT VESSEL
1.X.4.3.5	S	*	S	*	XH -- --	**	**	*	HOVERCRAFT
1.X.4.4	S	*	S	*	O- -- --	**	**	*	OWN TRACK
1.X.4.5	S	*	S	*	E- -- --	**	**	*	EMERGENCY
1.X.4.5.1	S	*	S	*	ED -- --	**	**	*	DITCHED AIRCRAFT
1.X.4.5.2	S	*	S	*	EP -- --	**	**	*	PERSON IN WATER
1.X.4.5.3	S	*	S	*	EV -- --	**	**	*	DISTRESSED VESSEL
1.X.4.6	S	*	S	*	Z- -- --	**	**	*	HAZARD
1.X.4.6.1	S	*	S	*	ZM -- --	**	**	*	SEA MINELIKE
1.X.4.6.2	S	*	S	*	ZN -- --	**	**	*	NAVIGATIONAL
1.X.4.6.3	S	*	S	*	ZI -- --	**	**	*	ICEBERG

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APPENDIX B

TABLE B-VII. Warfighting symbol codes - sea subsurface.

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.5	S	*	U	*	-- -- --	**	**	*	SUBSURFACE TRACK
1.X.5.1	S	*	U	*	S- -- --	**	**	*	SUBMARINE
1.X.5.1.1	S	*	U	*	SN -- --	**	**	*	NUCLEAR PROPULSION
1.X.5.1.2	S	*	U	*	SC -- --	**	**	*	CONVENTIONAL PROPULSION
1.X.5.1.3	S	*	U	*	SO -- --	**	**	*	OTHER SUBMERSIBLE
1.X.5.1.4	S	*	U	*	SS -- --	**	**	*	STATION
1.X.5.1.4.1	S	*	U	*	SS A- --	**	**	*	ASW SUBMARINE
1.X.5.2	S	*	U	*	W- -- --	**	**	*	UNDERWATER WEAPON
1.X.5.2.1	S	*	U	*	WT -- --	**	**	*	TORPEDO
1.X.5.2.2	S	*	U	*	WM -- --	**	**	*	SEA MINE
1.X.5.2.2.1	S	*	U	*	WM D- --	**	**	*	SEA MINE (DEALT)
1.X.5.2.2.2	S	*	U	*	WM G- --	**	**	*	GROUND SEA MINE
1.X.5.2.2.2.1	S	*	U	*	WM GD --	**	**	*	GROUND SEA MINE (DEALT)
1.X.5.2.2.3	S	*	U	*	WM M- --	**	**	*	MOORED SEA MINE
1.X.5.2.2.3.1	S	*	U	*	WM MD --	**	**	*	MOORED SEA MINE (DEALT)
1.X.5.2.2.4	S	*	U	*	WM F- --	**	**	*	FLOATING SEA MINE
1.X.5.2.2.4.1	S	*	U	*	WM FD --	**	**	*	FLOATING SEA MINE (DEALT)
1.X.5.2.2.5	S	*	U	*	WM O- --	**	**	*	SEA MINE IN OTHER POSITION
1.X.5.2.2.5.1	S	*	U	*	WM OD --	**	**	*	SEA MINE IN OTHER POSITION (DEALT)
1.X.5.3	S	*	U	*	WD -- --	**	**	*	UNDERWATER DECOY
1.X.5.3.1	S	*	U	*	WD M- --	**	**	*	SEA MINE DECOY
1.X.5.4	S	*	U	*	N- -- --	**	**	*	NON-SUBMARINE
1.X.5.4.1	S	*	U	*	ND -- --	**	**	*	DIVER
1.X.5.4.2	S	*	U	*	NB -- --	**	**	*	BOTTOM RETURN/NOMBO
1.X.5.4.2.1	S	*	U	*	NB S- --	**	**	*	SEABED INSTALLATION/ MANMADE
1.X.5.4.2.2	S	*	U	*	NB R- --	**	**	*	SEABED ROCK/STONE, OBSTACLE, OTHER
1.X.5.4.2.3	S	*	U	*	NB W- --	**	**	*	WRECK
1.X.5.4.3	S	*	U	*	NM -- --	**	**	*	MARINE LIFE
1.X.5.4.4	S	*	U	*	NA -- --	**	**	*	SEA ANOMALY

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APPENDIX B

TABLE B-VIII. Warfighting symbol codes - special operation forces.

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y	O R D E R O F B A T T L E	DESCRIPTION
1.X.6	S	*	F	*	-- -- --	**	**	*	SPECIAL OPERATIONS FORCES (SOF) TRACK
1.X.6.1	S	*	F	*	A- -- --	**	**	*	AVIATION
1.X.6.1.1	S	*	F	*	AF -- --	**	**	*	FIXED WING
1.X.6.1.1.1	S	*	F	*	AF A- --	**	**	*	ATTACK
1.X.6.1.1.2	S	*	F	*	AF K- --	**	**	*	REFUEL
1.X.6.1.1.3	S	*	F	*	AF U- --	**	**	*	UTILITY
1.X.6.1.1.3.1	S	*	F	*	AF UL --	**	**	*	UTILITY (LIGHT)
1.X.6.1.1.3.2	S	*	F	*	AF UM --	**	**	*	UTILITY (MEDIUM)
1.X.6.1.1.3.3	S	*	F	*	AF UH --	**	**	*	UTILITY (HEAVY)
1.X.6.1.2	S	*	F	*	AV -- --	**	**	*	VSTOL
1.X.6.1.3	S	*	F	*	AH -- --	**	**	*	HELICOPTER
1.X.6.1.3.1	S	*	F	*	AH H- --	**	**	*	COMBAT SEARCH AND RESCUE (CSAR)
1.X.6.1.3.2	S	*	F	*	AH A- --	**	**	*	ATTACK
1.X.6.1.3.3	S	*	F	*	AH U- --	**	**	*	UTILITY
1.X.6.1.3.3.1	S	*	F	*	AH UL --	**	**	*	UTILITY (LIGHT)
1.X.6.1.3.3.2	S	*	F	*	AH UM --	**	**	*	UTILITY (MEDIUM)
1.X.6.1.3.3.3	S	*	F	*	AH UH --	**	**	*	UTILITY (HEAVY)
1.X.6.2	S	*	F	*	SN -- --	**	**	*	NAVAL
1.X.6.2.1	S	*	F	*	SN S- --	**	**	*	SEAL
1.X.6.2.2	S	*	F	*	SN U- --	**	**	*	UNDERWATER DEMOLITION TEAM
1.X.6.2.3	S	*	F	*	SN B- --	**	**	*	SPECIAL BOAT
1.X.6.2.4	S	*	F	*	SN N- --	**	**	*	SPECIAL SSNR
1.X.6.3	S	*	F	*	G- -- --	**	**	*	GROUND
1.X.6.3.1	S	*	F	*	GS -- --	**	**	*	SPECIAL FORCES
1.X.6.3.2	S	*	F	*	GS R- --	**	**	*	RANGER
1.X.6.3.3	S	*	F	*	GS P- --	**	**	*	PSYCHOLOGICAL OPERATIONS (PSYOP)
1.X.6.3.3.1	S	*	F	*	GS PA --	**	**	*	FIXED AVIATION
1.X.6.3.4	S	*	F	*	GC A- --	**	**	*	CIVIL AFFAIRS
1.X.6.4	S	*	F	*	GB -- --	**	**	*	SOF SUPPORT

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes.

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X	--	--	--	-	-- -- --	--	--	-	TACTICAL GRAPHICS
2.X.1	G	*	T	*	-- -- --	**	**	*	TASKS
2.X.1.1	G	*	T	*	G- -- --	**	**	*	TASK GRAPHICS
2.X.1.1.1	G	*	T	*	GB -- --	**	**	*	BLOCK
2.X.1.1.2	G	*	T	*	GH -- --	**	**	*	BREACH
2.X.1.1.3	G	*	T	*	GY -- --	**	**	*	BYPASS
2.X.1.1.4	G	*	T	*	GC -- --	**	**	*	CANALIZE
2.X.1.1.5	G	*	T	*	GX -- --	**	**	*	CLEAR
2.X.1.1.6	G	*	T	*	GJ -- --	**	**	*	CONTAIN
2.X.1.1.7	G	*	T	*	GK -- --	**	**	*	COUNTERATTACK (CATK)
2.X.1.1.7.1	G	*	T	*	GK F- --	**	**	*	COUNTERATTACK BY FIRE
2.X.1.1.8	G	*	T	*	GL -- --	**	**	*	DELAY
2.X.1.1.8.1	G	*	T	*	GL T- --	**	**	*	DELAY (UNTIL A SPECIFIED TIME)
2.X.1.1.9	G	*	T	*	GD -- --	**	**	*	DESTROY
2.X.1.1.10	G	*	T	*	GT -- --	**	**	*	DISRUPT
2.X.1.1.11	G	*	T	*	GF -- --	**	**	*	FIX
2.X.1.1.11.1	G	*	T	*	GF E- --	**	**	*	ELECTRO-MAGNETIC
2.X.1.1.11.2	G	*	T	*	GF A- --	**	**	*	ACOUSTIC
2.X.1.1.11.3	G	*	T	*	GF O- --	**	**	*	ELECTRO-OPTICAL
2.X.1.1.12	G	*	T	*	GA -- --	**	**	*	FOLLOW AND ASSUME
2.X.1.1.12.1	G	*	T	*	GA S- --	**	**	*	FOLLOW AND SUPPORT
2.X.1.1.13	G	*	T	*	GI -- --	**	**	*	INTERDICTION
2.X.1.1.14	G	*	T	*	GE -- --	**	**	*	ISOLATE
2.X.1.1.15	G	*	T	*	GN -- --	**	**	*	NEUTRALIZE
2.X.1.1.16	G	*	T	*	GO -- --	**	**	*	OCCUPY
2.X.1.1.17	G	*	T	*	GP -- --	**	**	*	PENETRATE
2.X.1.1.18	G	*	T	*	GR -- --	**	**	*	RELIEF IN PLACE
2.X.1.1.19	G	*	T	*	GQ -- --	**	**	*	RETAIN
2.X.1.1.20	G	*	T	*	GM -- --	**	**	*	RETIREMENT
2.X.1.1.21	G	*	T	*	GS -- --	**	**	*	SECURE
2.X.1.1.21.1	G	*	T	*	GS S- --	**	**	*	SECURITY (SCREEN)
2.X.1.1.21.2	G	*	T	*	GS G- --	**	**	*	SECURITY (GUARD)

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.1.1.21.3	G	*	T	*	GS C- --	**	**	*	SECURITY (COVER)
2.X.1.1.22	G	*	T	*	GZ -- --	**	**	*	SEIZE
2.X.1.1.23	G	*	T	*	GW -- --	**	**	*	WITHDRAW
2.X.1.1.23.1	G	*	T	*	GW P- --	**	**	*	WITHDRAW UNDER PRESSURE
2.X.2	G	*	C	*	-- -- --	**	**	*	CONTROL MEASURES
2.X.2.1	G	*	C	*	M- -- --	**	**	*	MANEUVER GRAPHICS
2.X.2.1.1	G	*	C	*	MG -- --	**	**	*	GENERAL MANEUVER GRAPHICS
2.X.2.1.1.1	G	*	C	*	MG P- --	**	**	*	POINTS
2.X.2.1.1.1.1	G	*	C	*	MG PI --	**	**	*	POINT OF INTEREST
2.X.2.1.1.2	G	*	C	*	MG L- --	**	**	*	LINES
2.X.2.1.1.2.1	G	*	C	*	MG LB --	**	**	*	BOUNDARIES
2.X.2.1.1.2.1.1	G	*	C	*	MG LB G-	**	**	*	GENERAL BOUNDARIES
2.X.2.1.1.2.1.1.1	G	F	C	*	MG LB GF	**	**	*	FRIENDLY PRESENT
2.X.2.1.1.2.1.1.2	G	F	C	*	MG LB GO	**	**	*	FRIENDLY PLANNED OR ON ORDER
2.X.2.1.1.2.1.1.3	G	H	C	*	MG LB GK	**	**	*	ENEMY KNOWN
2.X.2.1.1.2.1.1.4	G	H	C	*	MG LB GS	**	**	*	ENEMY SUSPECTED OR TEMPLATED
2.X.2.1.1.2.1.2	G	*	C	*	MG LB L-	**	**	*	LATERAL BOUNDARY
2.X.2.1.1.2.1.3	G	*	C	*	MG LB F-	**	**	*	FORWARD BOUNDARY
2.X.2.1.1.2.1.4	G	*	C	*	MG LB R-	**	**	*	REAR BOUNDARY
2.X.2.1.1.2.2	G	*	C	*	MG LF --	**	**	*	FORWARD LINE OF TROOPS (FLOT)
2.X.2.1.1.2.3	G	*	C	*	MG LL --	**	**	*	LINE OF CONTACT
2.X.2.1.1.2.4	G	*	C	*	MG LP --	**	**	*	PHASE/COORDINATION LINE
2.X.2.1.1.2.5	G	*	C	*	MG LE --	**	**	*	BEARING LINE
2.X.2.1.1.2.5.1	G	*	C	*	MG LE E-	**	**	*	ELECTRONIC
2.X.2.1.1.2.5.2	G	*	C	*	MG LE A-	**	**	*	ACOUSTIC
2.X.2.1.1.2.5.3	G	*	C	*	MG LE T-	**	**	*	TORPEDO
2.X.2.1.1.2.5.4	G	*	C	*	MG LE O-	**	**	*	ELECTRO-OPTICAL INTERCEPT
2.X.2.1.1.3	G	*	C	*	MG A- --	**	**	*	AREAS
2.X.2.1.1.3.1	G	*	C	*	MG AU --	**	**	*	UNSPECIFIED AREA
2.X.2.1.1.3.1.1	G	*	C	*	MG AU A-	**	**	*	GENERAL AREA
2.X.2.1.1.3.1.1.1	G	F	C	*	MG AU AF	**	**	*	FRIENDLY
2.X.2.1.1.3.1.1.2	G	F	C	*	MG AU AP	**	**	*	FRIENDLY PLANNED/ON ORDER
2.X.2.1.1.3.1.1.3	G	H	C	*	MG AU AE	**	**	*	ENEMY KNOWN/CONFIRMED

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.1.1.3.1.1.4	G	H	C	*	MG AU AS	**	**	*	ENEMY SUSPECTED/TEMPLATED
2.X.2.1.1.3.1.2	G	*	C	*	MG AU B-	**	**	*	ASSEMBLY AREA
2.X.2.1.1.3.1.2.1	G	*	C	*	MG AU BO	**	**	*	OCCUPIED
2.X.2.1.1.3.1.2.2	G	*	C	*	MG AU BM	**	**	*	OCCUPIED BY MULTIPLE UNITS
2.X.2.1.1.3.1.2.3	G	*	C	*	MG AU BR	**	**	*	PROPOSED/ON ORDER
2.X.2.1.1.3.2	G	*	C	*	MG AS --	**	**	*	SPECIFIED AREA
2.X.2.1.1.3.2.1	G	*	C	*	MG AS D-	**	**	*	DROP ZONE
2.X.2.1.1.3.2.2	G	*	C	*	MG AS E-	**	**	*	EXTRACTION ZONE
2.X.2.1.1.3.2.3	G	*	C	*	MG AS L-	**	**	*	LANDING ZONE
2.X.2.1.1.3.2.4	G	*	C	*	MG AS P-	**	**	*	PICKUP ZONE
2.X.2.1.1.3.2.5	G	*	C	*	MG AS S-	**	**	*	SEARCH ZONE/RECONNAISSANCE AREA
2.X.2.1.1.3.2.6	G	*	C	*	MG AS M-	**	**	*	LIMITED ACCESS AREA
2.X.2.1.1.3.2.7	G	*	C	*	MG AS G-	**	**	*	ENGAGEMENT AREA
2.X.2.1.1.3.2.8	G	*	C	*	MG AS F-	**	**	*	FORTIFIED AREA
2.X.2.1.2	G	*	C	*	MA -- --	**	**	*	AVIATION MANEUVER GRAPHICS
2.X.2.1.2.1	G	*	C	*	MA A- --	**	**	*	AVIATION POINTS
2.X.2.1.2.1.1	G	*	C	*	MA AP --	**	**	*	AIR CONTROL POINT
2.X.2.1.2.1.2	G	*	C	*	MA AC --	**	**	*	COMMUNICATIONS CHECKPOINT (CCP)
2.X.2.1.2.1.3	G	*	C	*	MA AU --	**	**	*	POP UP POINT
2.X.2.1.2.1.4	G	*	C	*	MA AD --	**	**	*	DOWNED AIRCREW PICK UP POINT
2.X.2.1.2.2	G	*	C	*	MA L- --	**	**	*	AVIATION LINES
2.X.2.1.2.2.1	G	*	C	*	MA LC --	**	**	*	AIR CORRIDOR
2.X.2.1.2.2.2	G	*	C	*	MA LM --	**	**	*	MINIMUM RISK ROUTE (MRR)
2.X.2.1.2.2.3	G	*	C	*	MA LS --	**	**	*	STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)
2.X.2.1.2.2.4	G	*	C	*	MA LU --	**	**	*	UNMANNED AERIAL VEHICLE (UAV)
2.X.2.1.2.2.5	G	*	C	*	MA LL --	**	**	*	LOW LEVEL TRANSIT ROUTE (LLTR)
2.X.2.1.2.3	G	*	C	*	MA V- --	**	**	*	AVIATION AREAS
2.X.2.1.2.3.1	G	*	C	*	MA VR --	**	**	*	RESTRICTED OPERATIONS ZONE (ROZ)
2.X.2.1.2.3.2	G	*	C	*	MA VF --	**	**	*	FORWARD AREA AIR DEFENSE ZONE (FAADEZ)

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.1.2.3.3	G	*	C	*	MA VH --	**	**	*	HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)
2.X.2.1.2.3.4	G	*	C	*	MA VM --	**	**	*	MISSILE ENGAGEMENT ZONE (MEZ)
2.X.2.1.2.3.4.1	G	*	C	*	MA VM L-	**	**	*	LOW ALTITUDE MEZ
2.X.2.1.2.3.4.2	G	*	C	*	MA VM H-	**	**	*	HIGH ALTITUDE MEZ
2.X.2.1.2.3.5	G	*	C	*	MA VW --	**	**	*	WEAPONS FREE ZONE
2.X.2.1.3	G	*	C	*	MD -- --	**	**	*	DECEPTION GRAPHICS
2.X.2.1.3.1	G	*	C	*	MD D- --	**	**	*	DUMMY (DECEPTION)(DECOY)
2.X.2.1.3.2	G	*	C	*	MD A- --	**	**	*	AXIS OF ADVANCE FOR FEINT
2.X.2.1.3.3	G	*	C	*	MD F- --	**	**	*	DIRECTION OF ATTACK FOR FEINT
2.X.2.1.3.4	G	*	C	*	MD M- --	**	**	*	DECOY MINED AREA
2.X.2.1.3.5	G	*	C	*	MD Y- --	**	**	*	DECOY MINED AREA, FENCED
2.X.2.1.3.6	G	*	C	*	MD N- --	**	**	*	DUMMY MINEFIELD
2.X.2.1.4	G	*	C	*	MM -- --	**	**	*	DEFENSE MANEUVER GRAPHICS
2.X.2.1.4.1	G	*	C	*	MM P- --	**	**	*	DEFENSE POINT GRAPHIC
2.X.2.1.4.1.1	G	*	C	*	MM PT --	**	**	*	TARGET REFERENCE POINT (TRP)
2.X.2.1.4.1.2	G	*	C	*	MM PB --	**	**	*	BATTLE POSITION
2.X.2.1.4.1.2.1	G	*	C	*	MM PB O-	**	**	*	OCCUPIED (BATTALION SIZED UNIT)
2.X.2.1.4.1.2.2	G	*	C	*	MM PB P-	**	**	*	PREPARED "(P)" BUT NOT OCCUPIED
2.X.2.1.4.1.2.3	G	*	C	*	MM PB L-	**	**	*	PLANNED
2.X.2.1.4.1.3	G	*	C	*	MM PS --	**	**	*	STRONG POINT (SP)
2.X.2.1.4.1.3.1	G	F	C	*	MM PS F-	**	**	*	FRIENDLY
2.X.2.1.4.1.3.2	G	H	C	*	MM PS E-	**	**	*	ENEMY KNOWN AND CONFIRMED
2.X.2.1.4.1.4	G	*	C	*	MM PO --	**	**	*	OBSERVATION POST/OUTPOST
2.X.2.1.4.1.4.1	G	*	C	*	MM PO C-	**	**	*	COMBAT OUTPOST
2.X.2.1.4.1.4.2	G	*	C	*	MM PO R-	**	**	*	OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE
2.X.2.1.4.1.4.3	G	*	C	*	MM PO F-	**	**	*	FORWARD OBSERVER POSITION
2.X.2.1.4.1.4.4	G	*	C	*	MM PO S-	**	**	*	SENSOR OUTPOST/LISTENING POST (OP/LP)
2.X.2.1.4.1.4.5	G	*	C	*	MM PO N-	**	**	*	NBC OBSERVATION POST (DISMOUNTED)
2.X.2.1.4.2	G	*	C	*	MM D- --	**	**	*	DEFENSE LINE GRAPHIC

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.1.4.2.1	G	*	C	*	MM DF --	**	**	*	FORWARD EDGE OF BATTLE AREA (FEBA)
2.X.2.1.4.2.1.1	G	*	C	*	MM DF A-	**	**	*	ACTUAL TRACE OF THE FEBA
2.X.2.1.4.2.1.2	G	*	C	*	MM DF P-	**	**	*	PROPOSED OR ON ORDER TRACE OF THE FEBA
2.X.2.1.4.2.2	G	*	C	*	MM DP --	**	**	*	PRINCIPLE DIRECTION OF FIRE
2.X.2.1.4.3	G	*	C	*	MM A- --	**	**	*	DEFENSE AREA GRAPHIC
2.X.2.1.4.3.1	G	*	C	*	MM AE --	**	**	*	ENGAGEMENT AREA
2.X.2.1.5	G	*	C	*	MO -- --	**	**	*	OFFENSE MANEUVER GRAPHIC
2.X.2.1.5.1	G	*	C	*	MO P- --	**	**	*	OFFENSE POINT GRAPHIC
2.X.2.1.5.1.1	G	*	C	*	MO PD --	**	**	*	POINT OF DEPARTURE
2.X.2.1.5.2	G	*	C	*	MO L- --	**	**	*	OFFENSE LINE GRAPHIC
2.X.2.1.5.2.1	G	*	C	*	MO LA --	**	**	*	AXIS OF ADVANCE
2.X.2.1.5.2.1.1	G	F	C	*	MO LA F-	**	**	*	FRIENDLY AVIATION
2.X.2.1.5.2.1.2	G	F	C	*	MO LA A-	**	**	*	FRIENDLY AIRBORNE
2.X.2.1.5.2.1.3	G	F	C	*	MO LA H-	**	**	*	FRIENDLY ATTACK HELICOPTER
2.X.2.1.5.2.1.4	G	F	C	*	MO LA S-	**	**	*	FRIENDLY GROUND AXIS OF SUPPORTING ATTACK
2.X.2.1.5.2.1.5	G	F	C	*	MO LA M-	**	**	*	FRIENDLY GROUND AXIS OF MAIN ATTACK
2.X.2.1.5.2.1.6	G	F	C	*	MO LA O-	**	**	*	FRIENDLY GROUND AXIS ON ORDER WITH DATE AND TIME (IF KNOWN) EFFECTIVE
2.X.2.1.5.2.1.7	G	H	C	*	MO LA E-	**	**	*	ENEMY CONFIRMED
2.X.2.1.5.2.1.8	G	H	C	*	MO LA T-	**	**	*	ENEMY TEMPLATED
2.X.2.1.5.2.2	G	*	C	*	MO LD --	**	**	*	DIRECTION OF ATTACK
2.X.2.1.5.2.2.1	G	F	C	*	MO LD F-	**	**	*	FRIENDLY AVIATION
2.X.2.1.5.2.2.2	G	F	C	*	MO LD Y-	**	**	*	FRIENDLY AVIATION PLANNED OR ON ORDER
2.X.2.1.5.2.2.3	G	H	C	*	MO LD E-	**	**	*	ENEMY KNOWN/CONFIRMED AVIATION
2.X.2.1.5.2.2.4	G	H	C	*	MO LD T-	**	**	*	TEMPLATED ENEMY AVIATION
2.X.2.1.5.2.2.5	G	H	C	*	MO LD G-	**	**	*	ENEMY CONFIRMED/KNOWN GROUND
2.X.2.1.5.2.2.6	G	H	C	*	MO LD R-	**	**	*	TEMPLATED ENEMY GROUND

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.1.5.2.2.7	G	F	C	*	MO LD S-	**	**	*	FRIENDLY DIRECTION OF SUPPORTING ATTACK
2.X.2.1.5.2.2.8	G	F	C	*	MO LD M-	**	**	*	FRIENDLY DIRECTION OF MAIN ATTACK
2.X.2.1.5.2.2.9	G	F	C	*	MO LD O-	**	**	*	FRIENDLY PLANNED OR ON ORDER
2.X.2.1.5.2.3	G	*	C	*	MO LF --	**	**	*	FINAL COORDINATION LINE
2.X.2.1.5.2.4	G	*	C	*	MO LI --	**	**	*	INFILTRATION LINE
2.X.2.1.5.2.5	G	*	C	*	MO LL --	**	**	*	LIMIT OF ADVANCE
2.X.2.1.5.2.6	G	*	C	*	MO LT --	**	**	*	LINE OF DEPARTURE
2.X.2.1.5.2.7	G	*	C	*	MO LC --	**	**	*	LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)
2.X.2.1.5.2.8	G	*	C	*	MO LP --	**	**	*	PROBABLE LINE OF DEPLOYMENT (PLD)
2.X.2.1.5.3	G	*	C	*	MO O- --	**	**	*	OFFENSE AREA GRAPHIC
2.X.2.1.5.3.1	G	*	C	*	MO OA --	**	**	*	ASSAULT POSITION
2.X.2.1.5.3.2	G	*	C	*	MO OT --	**	**	*	ATTACK POSITION
2.X.2.1.5.3.2.1	G	F	C	*	MO OT F-	**	**	*	FRIENDLY ATTACK POSITION
2.X.2.1.5.3.2.2	G	F	C	*	MO OT C-	**	**	*	FRIENDLY OCCUPIED (ONLY IF A UNIT MUST STOP IN THE ATTACK POSITION)
2.X.2.1.5.3.2.3	G	F	C	*	MO OT P-	**	**	*	FRIENDLY PLANNED, PROPOSED OR ON ORDER
2.X.2.1.5.3.3	G	*	C	*	MO OP --	**	**	*	ATTACK BY FIRE POSITION
2.X.2.1.5.3.4	G	*	C	*	MO OS --	**	**	*	SUPPORT BY FIRE POSITION
2.X.2.1.5.3.5	G	*	C	*	MO OJ --	**	**	*	OBJECTIVE
2.X.2.1.5.3.6	G	*	C	*	MO OX --	**	**	*	PENETRATION BOX
2.X.2.1.6	G	*	C	*	MS -- --	**	**	*	SPECIAL MANEUVER GRAPHIC
2.X.2.1.6.1	G	*	C	*	MS G- --	**	**	*	GENERAL
2.X.2.1.6.1.1	G	*	C	*	MS GE --	**	**	*	ENCIRCLEMENT
2.X.2.1.6.1.1.1	G	F	C	*	MS GE F-	**	**	*	FRIENDLY
2.X.2.1.6.1.1.2	G	H	C	*	MS GE Y-	**	**	*	ENEMY
2.X.2.1.6.1.2	G	*	C	*	MS GA --	**	**	*	AMBUSH
2.X.2.1.6.2	G	*	C	*	MS L- --	**	**	*	LINE
2.X.2.1.6.2.1	G	*	C	*	MS LA --	**	**	*	AIR HEAD
2.X.2.1.6.2.2	G	*	C	*	MS LB --	**	**	*	BRIDGEHEAD LINE

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.1.6.2.3	G	*	C	*	MS LH --	**	**	*	HOLDING LINE
2.X.2.1.6.2.4	G	*	C	*	MS LR --	**	**	*	RELEASE LINE
2.X.2.1.6.3	G	*	C	*	MS A- --	**	**	*	AREA
2.X.2.1.6.3.1	G	*	C	*	MS AO --	**	**	*	AREA OF OPERATIONS
2.X.2.1.6.3.2	G	*	C	*	MS AN --	**	**	*	NAMED AREA OF INTEREST
2.X.2.1.6.3.3	G	*	C	*	MS AT --	**	**	*	TARGETED AREA OF INTEREST
2.X.2.2	G	*	C	*	B- -- --	**	**	*	MOBILITY/ SURVIVABILITY
2.X.2.2.1	G	*	C	*	BO -- --	**	**	*	OBSTACLES
2.X.2.2.1.1	G	*	C	*	BO G- --	**	**	*	GENERAL
2.X.2.2.1.1.1	G	*	C	*	BO GB --	**	**	*	BELT
2.X.2.2.1.1.2	G	*	C	*	BO GL --	**	**	*	LINE
2.X.2.2.1.1.3	G	*	C	*	BO GZ --	**	**	*	ZONE
2.X.2.2.1.2	G	*	C	*	BO A- --	**	**	*	ABATIS
2.X.2.2.1.3	G	*	C	*	BO AT --	**	**	*	ANTITANK OBSTACLES
2.X.2.2.1.3.1	G	*	C	*	BO AT O-	**	**	*	ANTITANK DITCH
2.X.2.2.1.3.2	G	*	C	*	BO AT M-	**	**	*	ANTITANK DITCH REINFORCED WITH ANTITANK MINES
2.X.2.2.1.3.3	G	*	C	*	BO AT D-	**	**	*	ANTITANK OBSTACLES, TETRAHEDRONS, DRAGON'S TEETH AND OTHER SIMILAR OBSTACLES
2.X.2.2.1.3.4	G	*	C	*	BO AT W-	**	**	*	ANTITANK WALL
2.X.2.2.1.4	G	*	C	*	BO AB --	**	**	*	BOOBY TRAP
2.X.2.2.1.5	G	*	C	*	BO AM --	**	**	*	MINES
2.X.2.2.1.5.1	G	*	C	*	BO AM A-	**	**	*	ANTIPERSONNEL (AP) MINE
2.X.2.2.1.5.2	G	*	C	*	BO AM T-	**	**	*	ANTITANK (AT) MINE
2.X.2.2.1.5.3	G	*	C	*	BO AM D-	**	**	*	ANTITANK MINE WITH ANTIHANDLING DEVICE
2.X.2.2.1.5.4	G	*	C	*	BO AM C-	**	**	*	ANTITANK MINE (ARROW SHOWS EFFECTS) "CLAYMORE MINE"
2.X.2.2.1.5.5	G	*	C	*	BO AM U-	**	**	*	UNSPECIFIED MINE
2.X.2.2.1.5.6	G	*	C	*	BO AM N-	**	**	*	MINE CLUSTER
2.X.2.2.1.5.7	G	*	C	*	BO AM W-	**	**	*	WIDE AREA MINES
2.X.2.2.1.6	G	*	C	*	BO AI --	**	**	*	MINEFIELDS
2.X.2.2.1.6.1	G	*	C	*	BO AI P-	**	**	*	PLANNED MINEFIELD

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.2.1.6.2	G	*	C	*	BO AI C-	**	**	*	COMPLETED MINEFIELD
2.X.2.2.1.6.3	G	*	C	*	BO AI L-	**	**	*	ANTIPERSONNEL (AP) MINEFIELD
2.X.2.2.1.6.4	G	*	C	*	BO AI G-	**	**	*	ANTITANK (AT) MINEFIELD WITH GAP
2.X.2.2.1.6.5	G	*	C	*	BO AI N-	**	**	*	ANTITANK (AT) MINEFIELD
2.X.2.2.1.6.6	G	*	C	*	BO AI S-	**	**	*	SCATTERABLE MINES
2.X.2.2.1.6.7	G	*	C	*	BO AI H-	**	**	*	ANTIPERSONNEL (AP) MINEFIELD REINFORCED WITH SCATTERABLE WITH SELF-DESTRUCT DATE-TIME-GROUP
2.X.2.2.1.6.8	G	*	C	*	BO AI D-	**	**	*	SCATTERABLE MINEFIELD WITH SELF-DESTRUCT DATE-TIME-GROUP
2.X.2.2.1.6.9	G	*	C	*	BO AI M-	**	**	*	MINED AREA
2.X.2.2.1.7	G	*	C	*	BO AV --	**	**	*	EXECUTED VOLCANO MINEFIELD
2.X.2.2.1.8	G	*	C	*	BO AE --	**	**	*	OBSTACLE EFFECT
2.X.2.2.1.8.1	G	*	C	*	BO AE B-	**	**	*	BLOCK
2.X.2.2.1.8.2	G	*	C	*	BO AE F-	**	**	*	FIX
2.X.2.2.1.8.3	G	*	C	*	BO AE T-	**	**	*	TURN
2.X.2.2.1.8.4	G	*	C	*	BO AE D-	**	**	*	DISRUPT
2.X.2.2.1.9	G	*	C	*	BO AF --	**	**	*	OBSTACLE FREE AREA
2.X.2.2.1.9.1	G	*	C	*	BO AF R-	**	**	*	OBSTACLE-RESTRICTED AREA
2.X.2.2.1.10	G	*	C	*	BO AU --	**	**	*	UN-EXPLODED ORDNANCE AREA
2.X.2.2.1.11	G	*	C	*	BO AR --	**	**	*	ROAD BLOCKS, CRATERS, AND BLOWN BRIDGES
2.X.2.2.1.11.1	G	*	C	*	BO AR P-	**	**	*	PLANNED
2.X.2.2.1.11.2	G	*	C	*	BO AR E-	**	**	*	EXPLOSIVES, STATE OF READINESS 1
2.X.2.2.1.11.3	G	*	C	*	BO AR S-	**	**	*	EXPLOSIVES, STATE OF READINESS 2
2.X.2.2.1.11.4	G	*	C	*	BO AR C-	**	**	*	ROADBLOCK COMPLETED
2.X.2.2.1.12	G	*	C	*	BO AP --	**	**	*	TRIP WIRE
2.X.2.2.1.13	G	*	C	*	BO AW --	**	**	*	WIRE OBSTACLES
2.X.2.2.1.13.1	G	*	C	*	BO AW U-	**	**	*	UNSPECIFIED
2.X.2.2.1.13.2	G	*	C	*	BO AW S-	**	**	*	SINGLE FENCE
2.X.2.2.1.13.3	G	*	C	*	BO AW D-	**	**	*	DOUBLE FENCE
2.X.2.2.1.13.4	G	*	C	*	BO AW A-	**	**	*	DOUBLE APRON FENCE
2.X.2.2.1.13.5	G	*	C	*	BO AW L-	**	**	*	LOW WIRE FENCE

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.2.1.13.6	G	*	C	*	BO AW H-	**	**	*	HIGH WIRE FENCE
2.X.2.2.1.13.7	G	*	C	*	BO AW C-	**	**	*	SINGLE CONCERTINA
2.X.2.2.1.13.8	G	*	C	*	BO AW B-	**	**	*	DOUBLE STRAND CONCERTINA
2.X.2.2.1.13.9	G	*	C	*	BO AW R-	**	**	*	TRIPLE STRAND CONCERTINA
2.X.2.2.2	G	*	C	*	BY -- --	**	**	*	OBSTACLE BYPASS
2.X.2.2.2.1	G	*	C	*	BY O- --	**	**	*	OBSTACLE BYPASS DIFFICULTY
2.X.2.2.2.1.1	G	*	C	*	BY OE --	**	**	*	BYPASS EASY
2.X.2.2.2.1.2	G	*	C	*	BY OD --	**	**	*	BYPASS DIFFICULT
2.X.2.2.2.1.3	G	*	C	*	BY OI --	**	**	*	BYPASS IMPOSSIBLE
2.X.2.2.2.2	G	*	C	*	BY C- --	**	**	*	CROSSING SITE/WATER CROSSING
2.X.2.2.2.2.1	G	*	C	*	BY CA --	**	**	*	ASSAULT CROSSING AREA
2.X.2.2.2.2.2	G	*	C	*	BY CB --	**	**	*	BRIDGE OR GAP
2.X.2.2.2.2.3	G	*	C	*	BY CF --	**	**	*	FERRY
2.X.2.2.2.2.4	G	*	C	*	BY CE --	**	**	*	FORD/FORD EASY
2.X.2.2.2.2.5	G	*	C	*	BY CD --	**	**	*	FORD DIFFICULT
2.X.2.2.2.2.6	G	*	C	*	BY CL --	**	**	*	LANE
2.X.2.2.2.2.7	G	*	C	*	BY CR --	**	**	*	RAFT SITE
2.X.2.2.2.2.8	G	*	C	*	BY CG --	**	**	*	ENGINEER REGULATING POINT
2.X.2.2.3	G	*	C	*	BS -- --	**	**	*	SURVIVABILITY
2.X.2.2.3.1	G	*	C	*	BS E- --	**	**	*	EARTHWORK, SMALL TRENCH OR FORTIFICATION
2.X.2.2.3.2	G	*	C	*	BS F- --	**	**	*	FORT
2.X.2.2.3.3	G	*	C	*	BS L- --	**	**	*	FORTIFIED LINE
2.X.2.2.3.4	G	*	C	*	BS E- --	**	**	*	FOXHOLE, EMPLACEMENT OR WEAPON SITE
2.X.2.2.3.5	G	*	C	*	BS P- --	**	**	*	STRONG POINT
2.X.2.2.3.6	G	*	C	*	BS H- --	**	**	*	SURFACE SHELTER
2.X.2.2.3.7	G	*	C	*	BS U- --	**	**	*	UNDERGROUND SHELTER
2.X.2.2.4	G	*	C	*	BW -- --	**	**	*	NUCLEAR, BIOLOGICAL AND CHEMICAL GRAPHICS
2.X.2.2.4.1	G	*	C	*	BW M- --	**	**	*	MINIMUM SAFE DISTANCE ZONES
2.X.2.2.4.2	G	*	C	*	BW N- --	**	**	*	NUCLEAR DETONATIONS FRIENDLY GROUND ZERO
2.X.2.2.4.3	G	H	C	*	BW E- --	**	**	*	ENEMY KNOWN GROUND ZERO

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.2.4.4	G	H	C	*	BW I- --	**	**	*	ENEMY TEMPLATED
2.X.2.2.4.5	G	F	C	*	BW F- --	**	**	*	FRIENDLY PLANNED OR ON-ORDER
2.X.2.2.4.6	G	*	C	*	BW P- --	**	**	*	FALLOUT PRODUCING
2.X.2.2.4.7	G	*	C	*	BW R- --	**	**	*	RADIOACTIVE AREA
2.X.2.2.4.8	G	*	C	*	BW C- --	**	**	*	BIOLOGICALLY CONTAMINATED AREA
2.X.2.2.4.9	G	*	C	*	BW H- --	**	**	*	CHEMICALLY CONTAMINATED AREA
2.X.2.2.4.10	G	*	C	*	BW K- --	**	**	*	BIOLOGICAL AND CHEMICAL ATTACK, RELEASE EVENTS
2.X.2.2.4.11	G	*	C	*	BW D- --	**	**	*	DECONTAMINATION (DECON) POINTS
2.X.2.2.4.11.1	G	*	C	*	BW DP --	**	**	*	DECON SITE/POINT (UNSPECIFIED)
2.X.2.2.4.11.2	G	*	C	*	BW DA --	**	**	*	ALTERNATE DECON SITE/POINT (UNSPECIFIED)
2.X.2.2.4.11.3	G	*	C	*	BW DT --	**	**	*	DECON SITE/POINT (TROOPS)
2.X.2.2.4.11.4	G	*	C	*	BW DE --	**	**	*	DECON SITE/POINT (EQUIPMENT)
2.X.2.2.4.11.5	G	*	C	*	BW DS --	**	**	*	DECON SITE/POINT (EQUIPMENT AND TROOPS)
2.X.2.2.4.11.6	G	*	C	*	BW DO --	**	**	*	DECON SITE/POINT (OPERATIONAL DECON)
2.X.2.2.4.11.7	G	*	C	*	BW DG --	**	**	*	DECON SITE/POINT (THOROUGH DECON)
2.X.2.2.4.12	G	*	C	*	BW R- --	**	**	*	DOSE RATE CONTOUR LINES
2.X.2.3	G	*	C	*	F- -- --	**	**	*	FIRE SUPPORT GRAPHICS
2.X.2.3.1	G	*	C	*	FS -- --	**	**	*	FIRE SUPPORT POINTS
2.X.2.3.1.1	G	*	C	*	FS T- --	**	**	*	TARGET
2.X.2.3.1.1.1	G	*	C	*	FS TP --	**	**	*	POINT /SINGLE TARGET
2.X.2.3.1.1.2	G	*	C	*	FS TC --	**	**	*	CIRCULAR TARGET
2.X.2.3.1.2	G	*	C	*	FS S- --	**	**	*	FIRE SUPPORT STATION
2.X.2.3.2	G	*	C	*	FL -- --	**	**	*	FIRE SUPPORT LINES
2.X.2.3.2.1	G	*	C	*	FL C- --	**	**	*	FIRE SUPPORT COORDINATION LINES (FSCL)
2.X.2.3.2.2	G	*	C	*	FL F- --	**	**	*	COORDINATION FIRE LINE (CFL)
2.X.2.3.2.3	G	*	C	*	FL T- --	**	**	*	LINEAR TARGET
2.X.2.3.2.3.1	G	*	C	*	FL TP --	**	**	*	FINAL PROTECTIVE FIRE
2.X.2.3.2.4	G	*	C	*	FL K- --	**	**	*	SMOKE

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.3.2.4.1	G	*	C	*	FL KP --	**	**	*	PLANNED WITH DESIGNATED TIME SHOWN
2.X.2.3.2.4.2	G	*	C	*	FL KS --	**	**	*	SMOKE (ACTUALLY IN PLACE)
2.X.2.3.2.4.3	G	*	C	*	FL KT --	**	**	*	LINEAR SMOKE TARGET
2.X.2.3.2.5	G	*	C	*	FL N- --	**	**	*	NO FIRE LINE
2.X.2.3.2.6	G	*	C	*	FL R- --	**	**	*	RESTRICTED FIRE LINE
2.X.2.3.3	G	*	C	*	FA -- --	**	**	*	AREA
2.X.2.3.3.1	G	*	C	*	FA S- --	**	**	*	FIRE SUPPORT AREA
2.X.2.3.3.2	G	*	C	*	FA C- --	**	**	*	AIR SPACE COORDINATION AREA
2.X.2.3.3.3	G	*	C	*	FA T- --	**	**	*	AREA TARGET
2.X.2.3.3.4	G	*	C	*	FA R- --	**	**	*	SERIES TARGET
2.X.2.3.3.4.1	G	*	C	*	FA RS --	**	**	*	SERIES OF TARGETS USING REGULAR TARGETS
2.X.2.3.3.4.2	G	*	C	*	FA RU --	**	**	*	SERIES OF TARGETS USING RECTANGULAR TARGETS
2.X.2.3.3.5	G	*	C	*	FA B- --	**	**	*	BOMB AREA
2.X.2.3.3.6	G	*	C	*	FA I- --	**	**	*	FREE FIRE AREA
2.X.2.3.3.7	G	*	C	*	FA Z- --	**	**	*	GROUP OF TARGETS
2.X.2.3.3.7.1	G	*	C	*	FA ZT --	**	**	*	GROUP OF TARGETS USING REGULAR TARGETS
2.X.2.3.3.7.2	G	*	C	*	FA ZU --	**	**	*	GROUP OF TARGETS USING RECTANGULAR TARGETS
2.X.2.3.3.8	G	*	C	*	FA N- --	**	**	*	NO FIRE AREA
2.X.2.3.3.9	G	*	C	*	FA U- --	**	**	*	NUCLEAR TARGET
2.X.2.3.3.10	G	*	C	*	FA D- --	**	**	*	RESTRICTED FIRE AREA
2.X.2.3.3.11	G	*	C	*	FA P- --	**	**	*	POSITION AREA FOR ARTILLERY
2.X.2.4	G	*	C	*	S- -- --	**	**	*	COMBAT SERVICE SUPPORT
2.X.2.4.1	G	*	C	*	SP -- --	**	**	*	POINTS
2.X.2.4.1.1	G	*	C	*	SP A- --	**	**	*	AMBULANCE EXCHANGE POINT
2.X.2.4.1.2	G	*	C	*	SP C- --	**	**	*	CANNIBALIZATION POINT
2.X.2.4.1.3	G	*	C	*	SP Y- --	**	**	*	CASUALTY COLLECTION POINT
2.X.2.4.1.4	G	*	C	*	SP T- --	**	**	*	CIVILIAN COLLECTION POINT
2.X.2.4.1.5	G	*	C	*	SP D- --	**	**	*	DETAINEE COLLECTION POINT
2.X.2.4.1.6	G	*	C	*	SP E- --	**	**	*	ENEMY PRISONER OF WAR (EPW) COLLECTION POINT

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.4.1.7	G	*	C	*	SP L- --	**	**	*	LOGISTICS RELEASE POINT (LRP)
2.X.2.4.1.8	G	*	C	*	SP M- --	**	**	*	MAINTENANCE COLLECTION POINT
2.X.2.4.1.9	G	*	C	*	SP R- --	**	**	*	REARM, REFUEL AND RESUPPLY POINT
2.X.2.4.1.10	G	*	C	*	SP U- --	**	**	*	REFUEL ON THE MOVE (ROM) POINT
2.X.2.4.1.11	G	*	C	*	SP O- --	**	**	*	TRAFFIC CONTROL POST (TCP)
2.X.2.4.1.12	G	*	C	*	SP I- --	**	**	*	TRAILER TRANSFER POINT
2.X.2.4.1.13	G	*	C	*	SP N- --	**	**	*	UNIT MAINTENANCE COLLECTION POINT
2.X.2.4.1.14	G	*	C	*	SP Q- --	**	**	*	SUPPLY POINTS
2.X.2.4.1.14.1	G	*	C	*	SP QT --	**	**	*	GENERAL
2.X.2.4.1.14.2	G	*	C	*	SP QA --	**	**	*	CLASS I
2.X.2.4.1.14.3	G	*	C	*	SP QB --	**	**	*	CLASS II
2.X.2.4.1.14.4	G	*	C	*	SP QC --	**	**	*	CLASS III
2.X.2.4.1.14.5	G	*	C	*	SP QD --	**	**	*	CLASS IV
2.X.2.4.1.14.6	G	*	C	*	SP QE --	**	**	*	CLASS V
2.X.2.4.1.14.7	G	*	C	*	SP QF --	**	**	*	CLASS VI
2.X.2.4.1.14.8	G	*	C	*	SP QG --	**	**	*	CLASS VII
2.X.2.4.1.14.9	G	*	C	*	SP QH --	**	**	*	CLASS VIII
2.X.2.4.1.14.10	G	*	C	*	SP QI --	**	**	*	CLASS IX
2.X.2.4.1.14.11	G	*	C	*	SP QJ --	**	**	*	CLASS X
2.X.2.4.1.15	G	*	C	*	SP M- --	**	**	*	AMMUNITION POINTS
2.X.2.4.1.15.1	G	*	C	*	SP MA --	**	**	*	ASP
2.X.2.4.1.15.2	G	*	C	*	SP MT --	**	**	*	ATP
2.X.2.4.2	G	*	C	*	SL -- --	**	**	*	LINES
2.X.2.4.2.1	G	*	C	*	SL C- --	**	**	*	CONVOYS
2.X.2.4.2.1.1	G	*	C	*	SL CM --	**	**	*	MOVING CONVOY
2.X.2.4.2.1.2	G	*	C	*	SL CH --	**	**	*	HALTED CONVOY
2.X.2.4.2.2	G	*	C	*	SL R- --	**	**	*	SUPPLY ROUTES
2.X.2.4.2.2.1	G	*	C	*	SL RM --	**	**	*	MAIN SUPPLY ROUTE
2.X.2.4.2.2.2	G	*	C	*	SL RA --	**	**	*	ALTERNATE SUPPLY ROUTE
2.X.2.4.2.2.3	G	*	C	*	SL RO --	**	**	*	ONE-WAY TRAFFIC
2.X.2.4.2.2.4	G	*	C	*	SL RT --	**	**	*	ALTERNATING TRAFFIC
2.X.2.4.2.2.5	G	*	C	*	SL RW --	**	**	*	TWO-WAY TRAFFIC

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.4.3	G	*	C	*	SA -- --	**	**	*	AREA
2.X.2.4.3.1	G	*	C	*	SA D- --	**	**	*	DETAINEE HOLDING AREA
2.X.2.4.3.2	G	*	C	*	SA P- --	**	**	*	ENEMY PRISONER OF WAR (EPW) HOLDING AREA
2.X.2.4.3.3	G	*	C	*	SA R- --	**	**	*	FORWARD ARMING AND REFUELING AREA (FARP)
2.X.2.4.3.4	G	*	C	*	SA H- --	**	**	*	REFUGEE HOLDING AREA
2.X.2.4.3.5	G	*	C	*	SA T- --	**	**	*	SUPPORT AREAS
2.X.2.4.3.5.1	G	*	C	*	SA TB --	**	**	*	BRIGADE (BSA)
2.X.2.4.3.5.2	G	*	C	*	SA TD --	**	**	*	DIVISION (DSA)
2.X.2.4.3.5.3	G	*	C	*	SA TR --	**	**	*	REGIMENTAL (RSA)
2.X.2.5	G	*	C	*	O- -- --	**	**	*	COMMAND AND CONTROL
2.X.2.5.1	G	*	C	*	OX -- --	**	**	*	SPECIAL POINT
2.X.2.5.1.2	G	*	C	*	OX R- --	**	**	*	REFERENCE POINT
2.X.2.5.1.2.1	G	*	C	*	OX RN --	**	**	*	NAV REFERENCE
2.X.2.5.1.2.2	G	*	C	*	OX RD --	**	**	*	DLRP
2.X.2.5.1.3	G	*	C	*	OX U- --	**	**	*	UNDERWATER
2.X.2.5.1.3.1	G	*	C	*	OX UD --	**	**	*	DATUM
2.X.2.5.1.3.2	G	*	C	*	OX UB --	**	**	*	BRIEF CONTACT
2.X.2.5.1.3.3	G	*	C	*	OX UL --	**	**	*	LOST CONTACT
2.X.2.5.1.3.4	G	*	C	*	OX US --	**	**	*	SINKER
2.X.2.5.1.4	G	*	C	*	OX W- --	**	**	*	WEAPON
2.X.2.5.1.4.1	G	*	C	*	OX WA --	**	**	*	AIM POINT
2.X.2.5.1.4.2	G	*	C	*	OX WD --	**	**	*	DROP POINT
2.X.2.5.1.4.3	G	*	C	*	OX WE --	**	**	*	ENTRY POINT
2.X.2.5.1.4.4	G	*	C	*	OX WG --	**	**	*	GROUND ZERO
2.X.2.5.1.4.5	G	*	C	*	OX WM --	**	**	*	MSL DETECT POINT
2.X.2.5.1.4.6	G	*	C	*	OX WI --	**	**	*	IMPACT POINT
2.X.2.5.1.4.7	G	*	C	*	OX WP --	**	**	*	PREDICTED IMPACT POINT
2.X.2.5.1.5	G	*	C	*	OX Y- --	**	**	*	SONOBUOY
2.X.2.5.1.5.1	G	*	C	*	OX YP --	**	**	*	PATTERN CENTER
2.X.2.5.1.5.2	G	*	C	*	OX YD --	**	**	*	DIFAR
2.X.2.5.1.5.3	G	*	C	*	OX YL --	**	**	*	LOFAR
2.X.2.5.1.5.4	G	*	C	*	OX YC --	**	**	*	CASS

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.5.1.5.5	G	*	C	*	OX YS --	**	**	*	DICASS
2.X.2.5.1.5.6	G	*	C	*	OX YB --	**	**	*	BT
2.X.2.5.1.5.7	G	*	C	*	OX YA --	**	**	*	ANM
2.X.2.5.1.5.8	G	*	C	*	OX YV --	**	**	*	VLAD
2.X.2.5.1.5.9	G	*	C	*	OX YT --	**	**	*	ATAC
2.X.2.5.1.5.10	G	*	C	*	OX YR --	**	**	*	RO
2.X.2.5.1.5.11	G	*	C	*	OX YK --	**	**	*	KINGPIN
2.X.2.5.1.6	G	*	C	*	OX N- --	**	**	*	FORMATION
2.X.2.5.1.7	G	*	C	*	OX H- --	**	**	*	HARBOR
2.X.2.5.1.7.1	G	*	C	*	OX HQ --	**	**	*	POINT Q
2.X.2.5.1.7.2	G	*	C	*	OX HA --	**	**	*	POINT A
2.X.2.5.1.7.3	G	*	C	*	OX HY --	**	**	*	POINT Y
2.X.2.5.1.7.4	G	*	C	*	OX HX --	**	**	*	POINT X
2.X.2.5.1.8	G	*	C	*	OX R- --	**	**	*	ROUTE
2.X.2.5.1.8.1	G	*	C	*	OX RR --	**	**	*	RENDEZVOUS
2.X.2.5.1.8.2	G	*	C	*	OX RD --	**	**	*	DIVERSIONS
2.X.2.5.1.8.3	G	*	C	*	OX RW --	**	**	*	WAYPOINT
2.X.2.5.1.8.4	G	*	C	*	OX RP --	**	**	*	PIM
2.X.2.5.1.8.5	G	*	C	*	OX RT --	**	**	*	POINT R
2.X.2.5.1.9	G	*	C	*	OX Z- --	**	**	*	HAZARD
2.X.2.5.1.9.1	G	*	C	*	OX ZO --	**	**	*	OIL RIG
2.X.2.5.1.10	G	*	C	*	OX S- --	**	**	*	SEARCH
2.X.2.5.1.10.1	G	*	C	*	OX SA --	**	**	*	SEARCH AREA
2.X.2.5.1.10.2	G	*	C	*	OX SD --	**	**	*	DIP POSITION
2.X.2.5.1.10.3	G	*	C	*	OX SC --	**	**	*	SEARCH CENTER
2.X.2.5.1.11	G	*	C	*	OX A- --	**	**	*	AIR CONTROL
2.X.2.5.1.11.1	G	*	C	*	OX AC --	**	**	*	CAP
2.X.2.5.1.11.2	G	*	C	*	OX AA --	**	**	*	AEW
2.X.2.5.1.11.3	G	*	C	*	OX AT --	**	**	*	TACAN
2.X.2.5.1.11.4	G	*	C	*	OX AK --	**	**	*	TANKING
2.X.2.5.1.11.5	G	*	C	*	OX AF --	**	**	*	ASW F/W
2.X.2.5.1.11.6	G	*	C	*	OX AH --	**	**	*	ASW HELO
2.X.2.5.1.11.7	G	*	C	*	OX AO --	**	**	*	TOMCAT

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.5.1.11.8	G	*	C	*	OX AR --	**	**	*	RESCUE
2.X.2.5.1.11.9	G	*	C	*	OX AP --	**	**	*	REPLENISH
2.X.2.5.1.11.10	G	*	C	*	OX AM --	**	**	*	MARSHALL
2.X.2.5.1.11.11	G	*	C	*	OX AS --	**	**	*	STRIKE IP
2.X.2.5.1.11.12	G	*	C	*	OX AD --	**	**	*	CORRIDOR TAB
2.X.2.5.2	G	*	C	*	OG -- --	**	**	*	GENERAL OR UNSPECIFIED POINT
2.X.2.5.2.1	G	*	C	*	OG C- --	**	**	*	CHECKPOINT
2.X.2.5.2.2	G	*	C	*	OG P- --	**	**	*	CONTACT POINT
2.X.2.5.2.3	G	*	C	*	OG T- --	**	**	*	COORDINATION POINT
2.X.2.5.2.4	G	*	C	*	OG D- --	**	**	*	DECISION POINT
2.X.2.5.2.5	G	*	C	*	OG L- --	**	**	*	LINKUP POINT
2.X.2.5.2.6	G	*	C	*	OG N- --	**	**	*	PASSAGE POINT
2.X.2.5.2.7	G	*	C	*	OG R- --	**	**	*	RALLY POINT
2.X.2.5.2.8	G	*	C	*	OG S- --	**	**	*	RELEASE POINT
2.X.2.5.2.9	G	*	C	*	OG I- --	**	**	*	START POINT
2.X.2.5.2.10	G	*	C	*	OG W- --	**	**	*	WAY POINT
2.X.2.5.3	G	*	C	*	OL -- --	**	**	*	LINE
2.X.2.5.3.1	G	*	C	*	OL N- --	**	**	*	LIGHT LINE
2.X.2.5.3.2	G	*	C	*	OL P- --	**	**	*	PHASE LINE
2.X.2.5.4	G	*	C	*	OA -- --	**	**	*	AREA
2.X.2.5.4.1	G	*	C	*	OA Z- --	**	**	*	AIRFIELD ZONE
2.X.3	G	*	O	*	-- -- --	**	**	*	OPERATIONS OTHER THAN WAR
2.X.3.1	G	H	O	*	V- -- --	**	**	*	VIOLENT ACTIVITIES (DEATH CAUSING)
2.X.3.1.1	G	H	O	*	VA -- --	**	**	*	ARSON/FIRE
2.X.3.1.2	G	H	O	*	VR -- --	**	**	*	ARTILLERY/ARTILLERY FIRE
2.X.3.1.3	G	H	O	*	VM -- --	**	**	*	ASSASSINATION/MURDER/ EXECUTION
2.X.3.1.4	G	*	O	*	VB -- --	**	**	*	BOMB/BOMBING
2.X.3.1.5	G	H	O	*	VY -- --	**	**	*	BOOBYTRAP
2.X.3.1.6	G	H	O	*	VD -- --	**	**	*	DRIVE BY SHOOTING
2.X.3.1.7	G	H	O	*	VI -- --	**	**	*	INDIRECT FIRE (UNSPECIFIED TYPE)
2.X.3.1.8	G	H	O	*	VM -- --	**	**	*	MORTAR/MORTAR FIRE
2.X.3.1.9	G	H	O	*	VK -- --	**	**	*	ROCKET/ROCKET FIRE

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.3.1.10	G	H	O	*	VS -- --	**	**	*	SNIPING
2.X.3.1.11	G	H	O	*	VP -- --	**	**	*	POISONING
2.X.3.1.12	G	H	O	*	VU -- --	**	**	*	AMBUSH
2.X.3.1.13	G	H	O	*	VC -- --	**	**	*	AMMUNITION CACHE
2.X.3.1.14	G	H	O	*	VH -- --	**	**	*	HELICOPTER (CIVILIAN BEING USED BY HOSTILE OR INSURGENTS)
2.X.3.1.15	G	H	O	*	VF -- --	**	**	*	HOSTILE OR INSURGENT MOTORIZED INFANTRY
2.X.3.1.16	G	H	O	*	VO -- --	**	**	*	HOSTILE OR INSURGENT INFANTRY
2.X.3.1.17	G	H	O	*	VL -- --	**	**	*	RECONNAISSANCE/SURVEILLANCE
2.X.3.1.18	G	H	O	*	VX -- --	**	**	*	SIGNAL/RADIO STATION
2.X.3.1.19	G	H	O	*	VZ -- --	**	**	*	SUPPLY CACHE
2.X.3.2	G	H	O	*	L- -- --	**	**	*	LOCATIONS
2.X.3.2.1	G	H	O	*	LB -- --	**	**	*	BLACK LIST LOCATION
2.X.3.2.2	G	H	O	*	LG -- --	**	**	*	GRAY LIST LOCATION
2.X.3.2.3	G	H	O	*	LW -- --	**	**	*	WHITE LIST LOCATION
2.X.3.3	G	H	O	*	P- -- --	**	**	*	OPERATIONS
2.X.3.3.1	G	H	O	*	PR -- --	**	**	*	ROAD BLOCK
2.X.3.3.1.1	G	H	O	*	PR B- --	**	**	*	ROAD BLOCK (UNDER CONSTRUCTION)
2.X.3.3.2	G	H	O	*	PT -- --	**	**	*	PATROLLING
2.X.3.3.3	G	H	O	*	PC -- --	**	**	*	RECRUITMENT (WILLING)
2.X.3.3.3.1	G	H	O	*	PC U- --	**	**	*	RECRUITMENT (COERCED/IMPRESSED)
2.X.3.3.4	G	*	O	*	PD -- --	**	**	*	DEMONSTRATION
2.X.3.3.5	G	H	O	*	PM -- --	**	**	*	MINELAYING
2.X.3.3.6	G	H	O	*	PH -- --	**	**	*	PSYCHOLOGICAL OPERATIONS (PSYOP)
2.X.3.3.6.1	G	H	O	*	PH Y- --	**	**	*	PSYOP (TV AND RADIO PROPAGANDA)
2.X.3.3.6.2	G	*	O	*	PH W- --	**	**	*	PSYOP (WRITTEN PROPAGANDA)
2.X.3.3.6.3	G	F	O	*	PH G- --	**	**	*	WRITTEN PROPAGANDA
2.X.3.3.6.4	G	F	O	*	PH T- --	**	**	*	HOUSE-TO-HOUSE PROPAGANDA
2.X.3.3.7	G	H	O	*	PF -- --	**	**	*	FORAGING/SEARCHING
2.X.3.3.8	G	H	O	*	PS -- --	**	**	*	SPYING

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APPENDIX B

TABLE B-IX. Tactical graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.3.3.9	G	N	O	*	PF -- --	**	**	*	FOOD DISTRIBUTION
2.X.3.3.10	G	N	O	*	PI -- --	**	**	*	MEDICAL TREATMENT
2.X.3.3.11	G	H	O	*	PE -- --	**	**	*	ELECTRONIC WARFARE INTERCEPT
2.X.3.3.12	G	H	O	*	PX -- --	**	**	*	EXTORTION
2.X.3.3.13	G	H	O	*	PJ -- --	**	**	*	HIJACKING
2.X.3.3.13.1	G	H	O	*	PJ V- --	**	**	*	HIJACKING (VEHICLE)
2.X.3.3.13.2	G	H	O	*	PJ A- --	**	**	*	HIJACKING (AIRPLANE)
2.X.3.3.13.3	G	H	O	*	PJ B- --	**	**	*	HIJACKING (BOAT)
2.X.3.3.14	G	H	O	*	PK -- --	**	**	*	KIDNAPING
2.X.3.3.15	G	F	O	*	PA -- --	**	**	*	ARREST
2.X.3.3.16	G	H	O	*	PO -- --	**	**	*	DRUG OPERATION
2.X.3.4	G	*	O	*	I- -- --	**	**	*	ITEMS
2.X.3.4.1	G	*	O	*	IR -- --	**	**	*	REFUGEES
2.X.3.4.2	G	*	O	*	IS -- --	**	**	*	SAFE HOUSE
2.X.3.4.3	G	H	O	*	IG -- --	**	**	*	GRAFFITI
2.X.3.4.4	G	H	O	*	IV -- --	**	**	*	VANDALISM/RAPE/LOOT/ RANSACK/PLUNDER/SACK
2.X.3.4.5	G	H	O	*	IK -- --	**	**	*	KNOWN INSURGENT VEHICLE
2.X.3.4.6	G	H	O	*	ID -- --	**	**	*	DRUG VEHICLE
2.X.3.4.7	G	F	O	*	IF -- --	**	**	*	INTERNAL SECURITY FORCE

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TABLE B-X. Weather graphics symbol codes.

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
3.X	W	*	A	*	-- -- --	**	**	*	WEATHER
3.X.1	W	*	A	*	P- -- --	**	**	*	PRESSURE SYSTEMS
3.X.1.1	W	*	A	*	PL -- --	**	**	*	LOW
3.X.1.2	W	*	A	*	PH -- --	**	**	*	HIGH
3.X.1.3	W	*	A	*	PF -- --	**	**	*	FRONTAL SYSTEMS
3.X.1.3.1	W	*	A	*	PF C- --	**	**	*	COLD FRONT
3.X.1.3.1.1	W	*	A	*	PF CU --	**	**	*	UPPER COLD FRONT
3.X.1.3.2	W	*	A	*	PF W- --	**	**	*	WARM FRONT
3.X.1.3.2.1	W	*	A	*	PF WU --	**	**	*	UPPER WARM FRONT
3.X.1.3.3	W	*	A	*	PF O- --	**	**	*	OCCLUDED FRONT
3.X.1.3.4	W	*	A	*	PF S- --	**	**	*	STATIONARY FRONT
3.X.1.4	W	*	A	*	PX -- --	**	**	*	LINES
3.X.1.4.1	W	*	A	*	PX T- --	**	**	*	TROUGH LINE
3.X.1.4.2	W	*	A	*	PX R- --	**	**	*	RIDGE LINE
3.X.1.4.3	W	*	A	*	PX S- --	**	**	*	SQUALL LINE
3.X.2	W	*	A	*	T- -- --	**	**	*	TURBULENCE
3.X.2.1	W	*	A	*	TL -- --	**	**	*	LIGHT TURBULENCE
3.X.2.2	W	*	A	*	TM -- --	**	**	*	MODERATE TURBULENCE
3.X.2.3	W	*	A	*	TS -- --	**	**	*	SEVERE TURBULENCE
3.X.2.4	W	*	A	*	TE -- --	**	**	*	EXTREME TURBULENCE
3.X.3	W	*	A	*	I- -- --	**	**	*	ICING
3.X.3.1	W	*	A	*	IC -- --	**	**	*	CLEAR ICING
3.X.3.1.1	W	*	A	*	IC L- --	**	**	*	LIGHT CLEAR ICING
3.X.3.1.2	W	*	A	*	IC M- --	**	**	*	MODERATE CLEAR ICING
3.X.3.1.3	W	*	A	*	IC S- --	**	**	*	SEVERE CLEAR ICING
3.X.3.2	W	*	A	*	IR -- --	**	**	*	RIME ICING
3.X.3.2.1	W	*	A	*	IR L- --	**	**	*	LIGHT RIME ICING
3.X.3.2.2	W	*	A	*	IR M- --	**	**	*	MODERATE RIME ICING
3.X.3.2.3	W	*	A	*	IR S- --	**	**	*	SEVERE RIME ICING
3.X.3.3	W	*	A	*	IM -- --	**	**	*	MIXED ICING
3.X.3.3.1	W	*	A	*	IM L- --	**	**	*	LIGHT MIXED ICING
3.X.3.3.2	W	*	A	*	IM M- --	**	**	*	MODERATE MIXED ICING
3.X.3.3.3	W	*	A	*	IM S- --	**	**	*	SEVERE MIXED ICING
3.X.4	W	*	A	*	W- -- --	**	**	*	WIND BARB

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TABLE B-X. Weather graphics symbol codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
3.X.4.1	W	*	A	*	WJ -- --	**	**	*	JET STREAM
3.X.5	W	*	A	*	F- -- --	**	**	*	FLIGHT RULES
3.X.5.1	W	*	A	*	FI -- --	**	**	*	INSTRUMENT CEILING
3.X.5.2	W	*	A	*	FV -- --	**	**	*	VISUAL CEILING
3.X.6	W	*	A	*	C- -- --	**	**	*	COVERAGE SYMBOLS
3.X.6.1	W	*	A	*	CC -- --	**	**	*	CLEAR SKY
3.X.6.2	W	*	A	*	CS -- --	**	**	*	SCATTERED SKY
3.X.6.3	W	*	A	*	CB -- --	**	**	*	BROKEN SKY
3.X.6.4	W	*	A	*	CW -- --	**	**	*	OVERCAST WITH BREAKS
3.X.6.5	W	*	A	*	CO -- --	**	**	*	OVERCAST
3.X.6.6	W	*	A	*	CP -- --	**	**	*	SKY OBSCURED OR PARTIALLY OBSCURED
3.X.7	W	*	A	*	P- -- --	**	**	*	PRECIPITATION
3.X.7.1	W	*	A	*	PR -- --	**	**	*	RAIN
3.X.7.1.1	W	*	A	*	PR S- --	**	**	*	RAIN SHOWER
3.X.7.1.2	W	*	A	*	PR F- --	**	**	*	FREEZING RAIN
3.X.7.1.3	W	*	A	*	PR D- --	**	**	*	DRIZZLE
3.X.7.1.3.1	W	*	A	*	PR DF --	**	**	*	FREEZING DRIZZLE
3.X.7.2	W	*	A	*	PS -- --	**	**	*	SNOW
3.X.7.2.1	W	*	A	*	PS S- --	**	**	*	SNOW SHOWERS
3.X.7.2.2	W	*	A	*	PS G- --	**	**	*	SNOW GRAINS
3.X.7.3	W	*	A	*	PH -- --	**	**	*	HAIL
3.X.7.4	W	*	A	*	PI -- --	**	**	*	ICE PELLETS
3.X.7.5	W	*	A	*	PC -- --	**	**	*	ICE CRYSTALS
3.X.8	W	*	A	*	S- -- --	**	**	*	STORMS
3.X.8.1	W	*	A	*	ST -- --	**	**	*	THUNDERSTORMS
3.X.8.1.1	W	*	A	*	ST R- --	**	**	*	THUNDERSTORM WITH RAIN
3.X.8.1.2	W	*	A	*	ST F- --	**	**	*	FUNNEL CLOUD/TORNADO/ WATERSPOUT
3.X.8.1.3	W	*	A	*	ST L- --	**	**	*	LIGHTNING
3.X.8.2	W	*	A	*	SS -- --	**	**	*	STORM SYSTEMS
3.X.8.2.1	W	*	A	*	SS T- --	**	**	*	TROPICAL STORM SYSTEM
3.X.8.2.2	W	*	A	*	SS H- --	**	**	*	HURRICANE
3.X.9	W	*	A	*	O- -- --	**	**	*	OBSTRUCTIONS TO VISIBILITY

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TABLE B-X. Weather graphics symbol codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
3.X.9.1	W	*	A	*	OS -- --	**	**	*	BLOWING SNOW
3.X.9.2	W	*	A	*	OF -- --	**	**	*	FOG
3.X.9.2.1	W	*	A	*	OF F- --	**	**	*	FREEZING FOG (FZFG)
3.X.9.3	W	*	A	*	OT -- --	**	**	*	DUST/SAND STORM
3.X.9.4	W	*	A	*	OD -- --	**	**	*	DUST DEVIL
3.X.9.5	W	*	A	*	OK -- --	**	**	*	SMOKE
3.X.9.6	W	*	A	*	OH -- --	**	**	*	HAZE
3.X.9.7	W	*	A	*	OB -- --	**	**	*	BLOWING DUST OR SAND

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APPENDIX C

TECHNICAL SPECIFICATIONS

C.1 GENERAL

C.1.1 Scope. This appendix provides additional technical specifications concerning the display of warfighting symbology. These specifications are intended to present guidance to assist in defining effective implementations of both icon-based symbols and tactical graphics. This appendix is a mandatory part of this standard. The information contained herein is intended for compliance.

C.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

C.3 DEFINITIONS

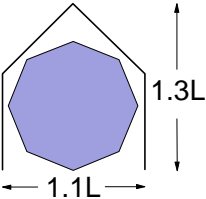
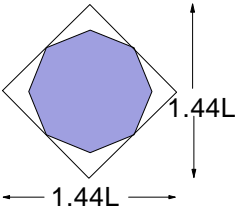
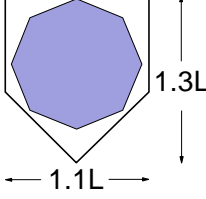
The definitions in section 3 of this standard apply to this appendix.

C.4 TECHNICAL SPECIFICATIONS

C.4.1 Relative symbol and modifier dimensions. The relative size of each symbol and symbol component shall be consistent within a given implementation. Each of these sizes can be related to length L (see C.4.2) as follows:

a. Frame size shall be determined in relation to an octagon defining the outer boundary for all icons. L is the default length and height of the octagon. Frame length and height should vary from $1.1L$ to $1.5L$, depending on the particular shape, as shown in figure C-1. The minimum diameter of a dot should be $.15L$.

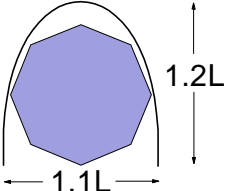
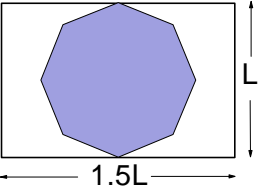
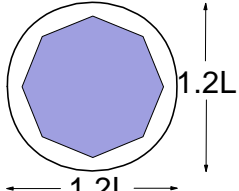
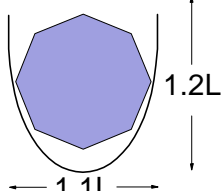
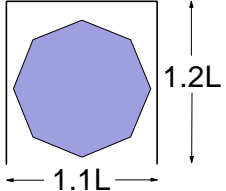
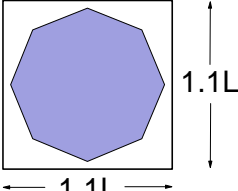
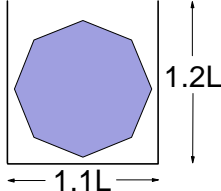
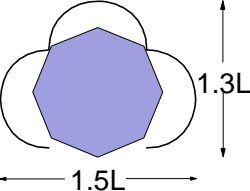
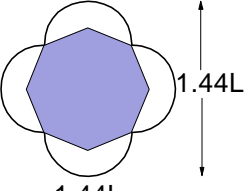
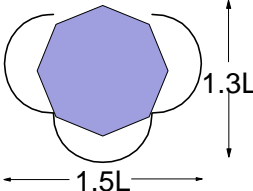
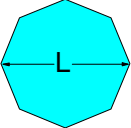
FIGURE C-1. Symbol frame relative sizes.

Air and Space	Surface Frames (units, equipment and installations)	Subsurface frames
		

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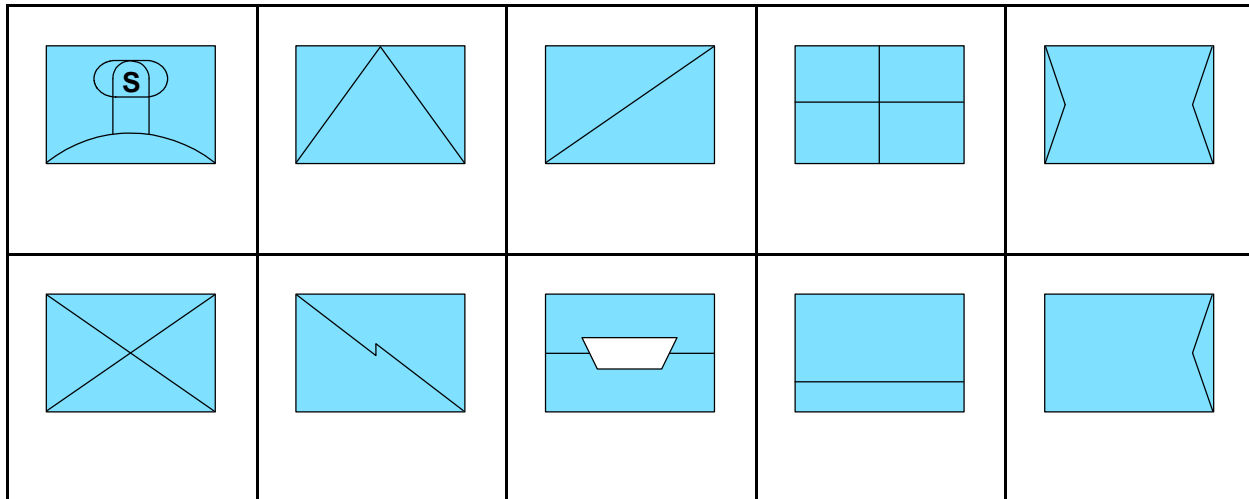
FIGURE C-1. Symbol frame relative sizes (cont'd).

Air and Space	Surface Frames (units, equipment and installations)		Subsurface frames
	 Units and installations	 Equipment	
			
			
	Regular octagon forms the basis of frame sizing.		

b. In general, icons should not be so large as to touch the interior border of the frame. Figure C-2 illustrates example exceptions to this size rule. The icons in this figure occupy the entire frame and must, therefore, touch the interior border of the frame. The dimensions of unframed icons should be the same as framed icons.

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FIGURE C-2. Example exceptions to icon placement.

c. The height of text information in a symbol modifier will be .3L. The length of the lines in a direction of movement indicator should be the same as the height of the symbol frame. The headquarters staff indicator should extend a distance of one frame height below the bottom of the frame. When a symbol is reduced to a size smaller than three lines text, the text will be positioned so that the symbol is centered relative to its associated field identifier text to maintain the relationship between the symbol and text.

C.4.2 Symbol size. Symbol size is directly related to the viewing distance of the warfighter from the display surface on which the symbol is presented. MIL-STD-1472D recommends a minimum size of 20 minutes of arc subtended visual angle (arc min.) for distinguishing targets of complex shape on a cathode ray tube, without regard to the effect of color coding. The following formula can be used to determine symbol size for a given implementation:

$$L = \frac{(VA)(D)}{(57.3)(60)}$$

where VA is the visual angle in arc minutes, D is the viewing distance in inches, and L is the symbol size in inches. Table C-I presents symbol dimensions at 20, 30, and 40 arc minutes for selected viewing distances. In general, medium to large symbol sizes (i.e., subtending 30-40 arc minutes) are recommended; however, implementors should conduct usability testing to determine the optimum symbol size(s) at which warfighter performance is most effective.

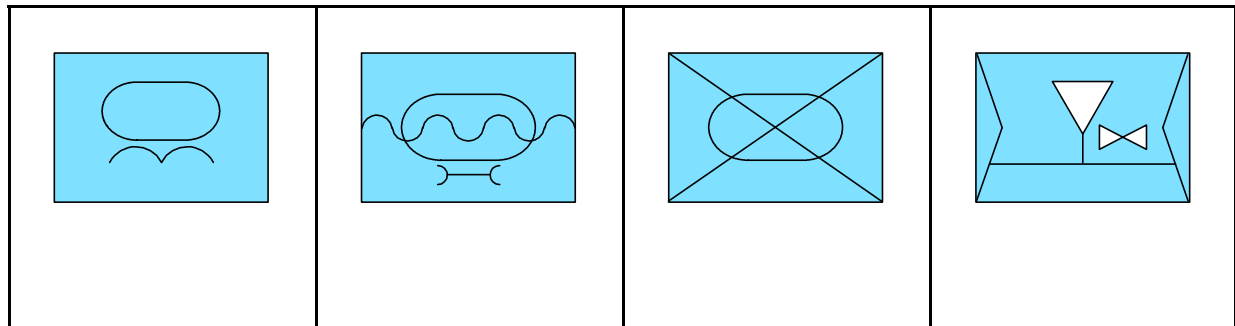
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TABLE C-I. Minimum symbol size at selected viewing distances.

Symbol Size			
Viewing Distance (in inches)	20 arc min.	30 arc min.	40 arc min.
15	.087 in. (2.21 mm)	.131 in. (3.33 mm)	.175 in. (4.45 mm)
20	.116 in. (2.95 mm)	.175 in. (4.45 mm)	.233 in. (5.92 mm)
25	.145 in. (3.68 mm)	.218 in. (5.54 mm)	.291 in. (7.40 mm)
30	.175 in. (4.45 mm)	.262 in. (6.65 mm)	.349 in. (8.87 mm)
35	.204 in. (5.18 mm)	.305 in. (7.76 mm)	.407 in. (10.34 mm)
40	.233 in. (5.92 mm)	.349 in. (8.87 mm)	.465 in. (11.82 mm)

C.4.3 Placement of multiple icons. Symbols that define many Army units are complex and include original size icons overlaid onto each other. Some complex symbols require the icon to be shifted or reduced in size so that it will be visible (see figure C-3).

FIGURE C-3. Complex symbol with multiple icons.

C.4.4 Adding temporary features to standard symbols. The information taxonomy and symbol hierarchy included in this standard provide a logical structure from which to define a set of design rules for the construction of symbols. A single graphic feature or attribute was selected to represent each type of information known about a warfighting object, with the same feature included in the symbol whenever that type of information is represented. In appendix D, the description of an object in terms of its position within the information hierarchy directly maps to the graphic features included in the icon. For example, whenever a helicopter object is rendered, one feature of its icon is a "bow tie" graphic. Each icon in appendix D was constructed from the combination of graphics consistent with its position within the hierarchy. The approach taken in this standard differs from the concept of icons as composites of graphic "primitives" in that the placement of a given feature may vary as needed to maximize legibility when the icon is displayed within a frame. When implementations require temporary extensions to the symbology provided in this standard,

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the following display rules apply:

- (1) Implementations shall not modify the frame shapes defined in this standard to indicate affiliation, battle dimension, and status.
- (2) Implementations shall use the default frame colors defined in this standard to indicate affiliation. If differentiation is needed within an affiliation category, additional colors should be used (i.e., for the frame or color fill) within that category, but the default colors for the other affiliations should not be changed. Hardware permitting and unless specifically prohibited by system specification for operational reasons, implementation of this standard should provide for operator control of color to the individual icon level. The intent is maximum operational flexibility in those situations where the basic default colors are not sufficient for ready discrimination (i.e. multiple hostiles which must be differentiated from each other) and to assign a specific color to a special interest target without reference to its affiliation.
- (3) Implementations needing to display additional role or mission information about a warfighting object should use the icons in appendix D as the basis from which to create any temporary symbols. Table C-IV presents some of the graphic extensions that can be added to these icons. Whenever possible, the basic representation of the icon should not be altered; a graphic extension should be an addition to the basic icon and positioned to ensure that overall symbol legibility is not degraded. Figure C-4 provides an example of how the basic icon is combined with an extension to produce a temporary symbol.

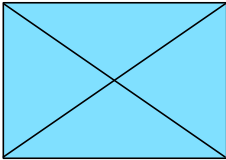
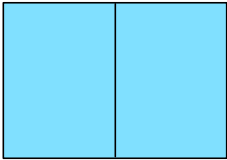
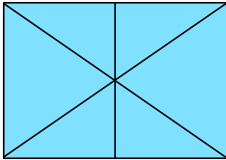
Basic symbol	Icon extender	Extended symbol
		
Infantry	Motorized modifier	Motorized infantry

FIGURE C-4. Extending the symbol.

C.4.5 Line width. Because the symbol frame indicates both the affiliation and battle dimension of an object, it is critical that line width be sufficient to ensure frame legibility and discriminability at normal viewing distance. The optimum line width may differ depending on frame size and be affected by whether the frame is filled or unfilled or displayed in color or black/white. Usability testing should be performed to identify the optimum rendering for a given implementation.

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C.4.6 Color. It is important that implementations maximize the contrast between symbols and the display background in order to provide optimum discriminability. In general, this contrast can be provided by using black for the frame, icon, and modifiers when symbols are displayed on a light background, and using white for these elements when symbols are displayed on a dark background. Implementations that choose to display a color fill shall also display the appropriate icon from table D-1 in the symbols. Implementors should select specific values (e.g., in CIE or RGB terms) for the default colors in table C-II based on considerations such as operational requirements, hardware configuration, display background, and viewing conditions (e.g., ambient lighting). If a symbol includes a frame and an icon, both components, as well as others, should be the same color (e.g., black, white, or one of the default colors indicating affiliation). Implementors should comply with color guidance provided in the *DOD Human Computer Interface (HCI) Style Guide* and include sufficient usability testing to ensure effective operator performance when using the symbology. While color coding shall be the same throughout an implementation, color saturation may need to vary depending on the display option(s) selected. For example, to ensure optimum symbol discriminability, different shades of red may be needed in a frame-only symbol as compared to the color fill in a symbol with a black frame and icon.

TABLE C-II. Default colors.

Description	Hand-Drawn	Computer Generated	
		ICON (RGB Value)	FILL (RGB Value)
Friend, Assumed Friend	Blue	Cyan (0, 255, 255)	Crystal Blue (128, 224, 255)
Unknown, Pending	Yellow	Yellow (255, 255, 0)	Light Yellow (255, 255, 128)
Neutral	Green	Neon Green (0, 255, 0)	Bamboo Green (170, 255, 170)
Hostile, Suspect, Joker, Faker	Red	Red (255, 0, 0)	Salmon (255, 128, 128)
Weather	Purple	Plumb Red (128, 0, 128)	Light Orchid (226, 159, 255)
Weather	Brown	Safari (128, 98, 16)	Khaki (210, 176, 106)
Boundaries, lines, areas, text, icons, and frames	Black	Black (0, 0, 0)	Black (0, 0, 0)

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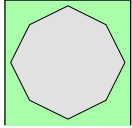
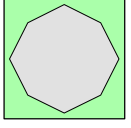
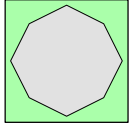
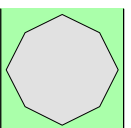
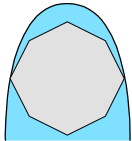
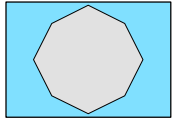
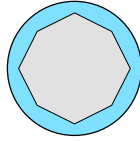
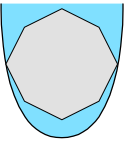
TABLE C-II. Default colors (cont'd).

Description	Hand-Drawn	Computer Generated	
		ICON (RGB Value)	FILL (RGB Value)
(See note)	White	White (255, 255, 255)	Off-White (6% Grey) (239, 239, 239)

Note: Off-white (vice black) may be used as the default color depending on the background for boundaries, lines, areas, text, icons, and frames.

C.4.7 Icon placement within frames. The geometric center of the icon should be placed at the geometric center of the frame, as shown in table C-III, except in the hostile, friend, assumed friend, faker, joker, and suspect open frames. In these frames, the geometric center of the icon should be placed one-third of the way down the vertical axis starting from the open end, as shown in table C-III.

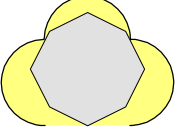
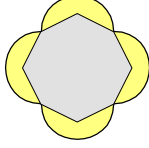
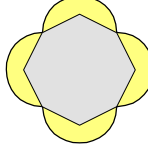
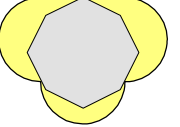
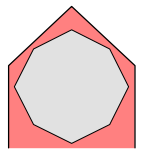
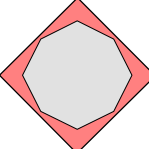
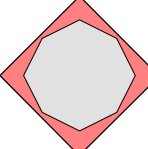
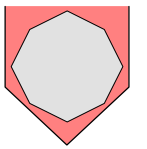
TABLE C-III. Icon placement.

Dimension Affiliation	Air/space	Land	Sea Surface and Land equipment	Subsurface
Neutral				
Friend				

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




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TABLE C-III. Icon placement(cont'd).

Dimension Affiliation	Air/space	Land	Sea Surface and Land equipment	Subsurface
Unknown				
Hostile				

C.4.8 Equipment mobility indicators. Table C-IV shows mobility indicators that shall be used only with equipment. These indicators are identified in position 9, (additional mission) of the symbol code described in appendix B.

























TABLE C-IV. Equipment mobility indicators.

DESCRIPTION					
MOBILITY SYMBOL	UN-FRAMED	UN-KNOWN	FRIEND	NEUTRAL	HOSTILE
Wheeled (limited cross-country)					
					

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






















TABLE C-IV. Equipment mobility indicators (cont'd).

DESCRIPTION					
MOBILITY SYMBOL	UN-FRAMED	UN-KNOWN	FRIEND	NEUTRAL	HOSTILE
Wheeled (cross-country)					
					
Tracked					
					
Wheeled and Tracked					
					
Towed					
					

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










TABLE C-IV. Equipment mobility indicators (cont'd).

DESCRIPTION					
MOBILITY SYMBOL	UN-FRAMED	UN-KNOWN	FRIEND	NEUTRAL	HOSTILE
Railway					
					
Over-snow (prime mover)					
					
Sled					
					
Pack Animals					
					

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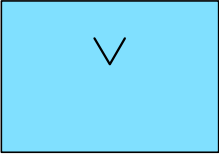
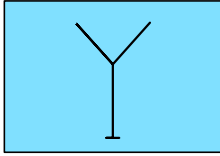
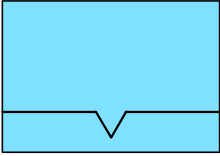
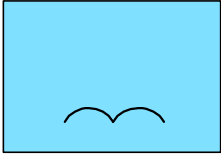
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TABLE C-IV. Equipment mobility indicators (cont'd).

DESCRIPTION					
MOBILITY SYMBOL	UN-FRAMED	UN-KNOWN	FRIEND	NEUTRAL	HOSTILE
Barge					
					
Amphibious					
					

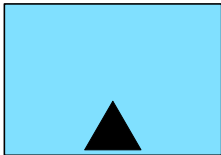
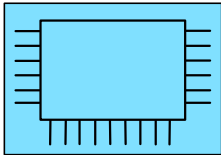
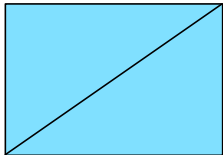
C.4.9 Adding new modifiers. A number of symbol modifiers are incorporated into this standard (see table C-V), but additional modifiers may be required. Organizations requiring additional symbol modifiers shall submit change proposals to the Configuration Management Board for formal processing. Symbol modifiers being processed as change proposals may be incorporated for use into the originator's systems but will not be approved for use until formal Configuration Control Board processing is complete.

TABLE C-V. Sub-role identifiers.

DESCRIPTION/SYMBOL			
			
Air Assault	Air assault w/organic lift	Air assault w/organic lift (NATO only)	Airborne

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TABLE C-V. Sub-role identifiers (cont'd).

DESCRIPTION/SYMBOL			
			
Mountain	Outpost (combat)	Reconnaissance	

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APPENDIX D

WARRIOR ICON SET

D.1. GENERAL

D.1.1. Scope. The icons generated to support common warfighting symbology have been divided into multiple sets. These sets present the icons that provide for information exchange within a functional area. These functional areas are warrior command and control (C2), satellite, and communications. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

D.2. APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

D.3. DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

D.4. WARRIOR COMMAND AND CONTROL

D.4.1 Warfighting Symbology Icon Set. Table D-I contains icons based primarily on FM 101-5-1, STANAG 2019, STANAG 4420, and input received from C/S/As at Symbology Ad Hoc Working Group and SSMC meetings. These documents represent significant research and years of use within the operational C4I community. They meet the information exchange requirements identified by the C4IFTW community within DOD using standard DOD symbology. The icon set is ordered according to the tactical information hierarchy presented in Appendix A and coded according to symbol coding presented in Appendix B.

D.4.2 Icon Graphic Representation. Table D-I provides a graphic representation of each approved icon. The sizes, shapes, and positioning of components of individual icons are important and shall be faithfully reproduced both by C4I system automation and manually by symbology users. Icons portrayed are all the same size and their size is not affected by being framed or unframed. Appendix C specifies both the minimum icon size and the relationship of icon size to frame size. Therefore, the relative size of the icons as shown in the table is not important. Icon size is determined by the user or system developer, as long as the requirements of the standard are met. Icon axes as presented in the table are to be maintained when the icon, framed or unframed, is placed onto maps, charts, overlays, etc. Icons depicting equipment from a top-down view shall be oriented to point toward the top of the page.

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












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D.4.3 Organization of Table D-I. In Table D-I, the Description column provides a concise description of each icon using terminology commonly used within the C4I community. The Hierarchy column presents the information hierarchy (taxonomy) number described in Appendix A. The Frame column presents Icon framing codes described in paragraph 5.3.1: F (framed), UF (unframed), FO (frame optional.) An icon with a framing code of F is presented only within its appropriate frame. An icon with a UF framing code is always presented unframed. An icon with an FO framing code can be presented with or without a frame and in Table D-I is shown both ways. The Sym-ID column under each Affiliation column (Unknown, Friend, Neutral, Hostile) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. Since all symbols do not necessarily use all 15 characters, a dash (-) fills each unused position. An asterisk (*) in a position indicates that the position is user defined based on specific symbol circumstances.

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TABLE D-I. Warrior icon set-space.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SPACE TRACK	1.X.1	F				
			SUP*----- *****	SFP*----- *****	SNP*----- *****	SHP*----- *****
SPACE TRACK SATELLITE	1.X.1.1	F				
			SUP*S----- *****	SFP*S----- *****	SNP*S----- *****	SHP*S----- *****
SPACE TRACK CREWED SPACE VEHICLE	1.X.1.2	F				
			SUP*V----- *****	SFP*V----- *****	SNP*V----- *****	SHP*V----- *****
SPACE TRACK SPACE STATION	1.X.1.3					
			SUP*T----- *****	SFP*T----- *****	SNP*V----- *****	SHP*V----- *****

Note: White filled icon represents
white opaque filled icon.

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TABLE D-I. Warrior icon set-air.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK	1.X.2	F				
			SUA*----- *****	SFA*----- *****	SNA*----- *****	SHA*----- *****
AIR TRACK MILITARY	1.X.2.1	F				
			SUA*M----- *****	SFA*M----- *****	SNA*M----- *****	SHA*M----- *****
AIR TRACK MILITARY FIXED WING	1.X.2.1.1	F				
			SUA*MF--- *****	SFA*MF--- *****	SNA*MF--- *****	SHA*MF--- *****
AIR TRACK MILITARY FIXED WING BOMBER	1.X.2.1.1.1	F				
			SUA*MFB--- *****	SFA*MFB--- *****	SNA*MFB--- *****	SHA*MFB--- *****
AIR TRACK MILITARY FIXED WING FIGHTER	1.X.2.1.1.2	F				
			SUA*MFF--- *****	SFA*MFF--- *****	SNA*MFF--- *****	SHA*MFF--- *****

Note: White filled icon represents
white opaque filled icon.

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TABLE D-I. Warrior icon set-air.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING FIGHTER INTERCEPTOR	1.X.2.1.1.2.1	F				
			SUA*MFFI-- *****	SFA*MFFI-- *****	SNA*MFFI-- *****	SHA*MFFI-- *****
AIR TRACK MILITARY FIXED WING TRAINER	1.X.2.1.1.3	F				
			SUA*MFT--- *****	SFA*MFT--- *****	SNA*MFT--- *****	SHA*MFT--- *****
AIR TRACK MILITARY FIXED WING ATTACK/STRIKE	1.X.2.1.1.4	F				
			SUA*MFA--- *****	SFA*MFA--- *****	SNA*MFA--- *****	SHA*MFA--- *****
AIR TRACK MILITARY FIXED WING VSTOL	1.X.2.1.1.5	F				
			SUA*MFL--- *****	SFA*MFL--- *****	SNA*MFL--- *****	SHA*MFL--- *****
AIR TRACK MILITARY FIXED WING TANKER	1.X.2.1.1.6	F				
			SUA*MKF--- *****	SFA*MKF--- *****	SNA*MKF--- *****	SHA*MKF--- *****

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TABLE D-I. Warrior icon set-air.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING CARGO AIRLIFT (TRANSPORT)	1.X.2.1.1.7	F				
			SUA*MFC--- *****	SFA*MFC--- *****	SNA*MFC--- *****	SHA*MFC--- *****
AIR TRACK MILITARY FIXED WING CARGO AIRLIFT LIGHT	1.X.2.1.1.7.1	F				
			SUA*MFCL- _*****	SFA*MFCL-- _*****	SNA*MFCL- _*****	SHA*MFCL- _*****
AIR TRACK MILITARY FIXED WING CARGO AIRLIFT MEDIUM	1.X.2.1.1.7.2	F				
			SUA*MFC M_*****	SFA*MFCLM- _*****	SNA*MFC M_*****	SHA*MFC M_*****
AIR TRACK MILITARY FIXED WING CARGO AIRLIFT HEAVY	1.X.2.1.1.7.3	F				
			SUA*MFCH- _*****	SFA*MFCH- _*****	SNA*MFCH- _*****	SHA*MFCH- _*****
AIR TRACK MILITARY FIXED WING ELECTRONIC COUNTERMEASURES (ECM/JAMMER)	1.X.2.1.1.8	F				
			SUA*MFJ--- *****	SFA*MFJ--- *****	SNA*MFJ--- *****	SHA*MFJ--- *****

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TABLE D-I. Warrior icon set-air.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING MEDEVAC	1.X.2.1.1.9	F				
			SUA*MFO--- *****	SFA*MFO--- *****	SNA*MFO--- *****	SHA*MFO--- *****
AIR TRACK MILITARY FIXED WING RECONNAISSANCE	1.X.2.1.1.10	F				
			SUA*MFR--- *****	SFA*MFR--- *****	SNA*MFR--- *****	SHA*MFR--- *****
AIR TRACK MILITARY FIXED WING RECONNAISSANCE AIRBORNE EARLY WARNING (AEW)	1.X.2.1.1.10.1	F				
			SUA*MFR W_*****	SFA*MFRW- _*****	SNA*MFR W_*****	SHA*MFR W_*****
AIR TRACK MILITARY FIXED WING RECONNAISSANCE ELECTRONIC SURVEILLANCE MEASURES	1.X.2.1.1.10.2	F				
			SUA*MFRZ- _*****	SFA*MFRZ-- *****	SNA*MFRZ- _*****	SHA*MFRZ- _*****

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TABLE D-I. Warrior icon set-air.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING RECONNAISSANCE PHOTOGRAPHIC	1.X.2.1.1.10.3	F				
			SUA*MFRX- _*****	SFA*MFRX- _*****	SNA*MFRX- _*****	SHA*MFRX- _*****
AIR TRACK MILITARY FIXED WING PATROL	1.X.2.1.1.11	F				
			SUA*MFP--- *****	SFA*MFP--- *****	SNA*MFP--- *****	SHA*MFP--- *****
AIR TRACK MILITARY FIXED WING PATROL ANTI SURFACE WARFARE/ASUW	1.X.2.1.1.11.1	F				
			SUA*MFPN- _*****	SFA*MFPN- _*****	SNA*MFPN- _*****	SHA*MFPN- _*****
AIR TRACK MILITARY FIXED WING PATROL MINE COUNTER MEASURES	1.X.2.1.1.11.2	F				
			SUA*MFPM- _*****	SFA*MFPM- _*****	SNA*MFPM- _*****	SHA*MFPM- _*****
AIR TRACK MILITARY FIXED WING UTILITY	1.X.2.1.1.12	F				
			SUA*MFU--- *****	SFA*MFU--- *****	SNA*MFU--- *****	SHA*MFU--- *****

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TABLE D-I. Warrior icon set-air.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING UTILITY LIGHT	1.X.2.1.1.12.1					
			SUA*MFUL- _*****	SFA*MFUL- _*****	SNA*MFUL- _*****	SHA*MFUL- _*****
AIR TRACK MILITARY FIXED WING UTILITY MEDIUM	1.X.2.1.1.12.2	F				
			SUA*MFU M--*****	SFA*MFUM- _*****	SNA*MFU M--*****	SHA*MFU M--*****
AIR TRACK MILITARY FIXED WING UTILITY HEAVY	1.X.2.1.1.12.3	F				
			SUA*MFUH- _*****	SFA*MFUH- _*****	SNA*MFUH- _*****	SHA*MFUH- _*****
AIR TRACK MILITARY FIXED WING COMMUNICATIONS (C3I)	1.X.2.1.1.13	F				
			SUA*MFY--- *****	SFA*MFY--- *****	SNA*MFY--- *****	SHA*MFY--- *****
AIR TRACK MILITARY FIXED WING SEARCH AND RESCUE (CSAR)	1.X.2.1.1.14	F				
			SUA*MFH--- *****	SFA*MFH--- *****	SNA*MFH--- *****	SHA*MFH--- *****

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TABLE D-I. Warrior icon set-air.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING AIRBORNE COMMAND POST (C2)	1.X.2.1.1.15	F				
			SUA*MFD--- *****	SFA*MFD--- *****	SNA*MFD--- *****	SHA*MFD--- *****
AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV)	1.X.2.1.1.16	F				
			SUA*MFQ--- *****	SFA*MFQ--- *****	SNA*MFQ--- *****	SHA*MFQ--- *****
AIR TRACK MILITARY FIXED WING ANTISUBMARINE WARFARE CARRIER BASED	1.X.2.1.1.17	F				
			SUA*MFS--- *****	SFA*MFS--- *****	SNA*MFS--- *****	SHA*MFS--- *****
AIR TRACK MILITARY FIXED WING SPECIAL OPERATIONS FORCES (SOF)	1.X.2.1.1.18	F				
			SUA*MFM-- _*****	SFA*MFM-- *****	SNA*MFM-- _*****	SHA*MFM-- _*****
AIR TRACK MILITARY HELICOPTER	1.X.2.1.2	F				
			SUA*MH---- *****	SFA*MH---- *****	SNA*MH---- *****	SHA*MH---- *****

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TABLE D-I. Warrior icon set-air.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY HELICOPTER ATTACK	1.X.2.1.2.1	F				
			SUA*MHA-- _*****	SFA*MHA--- *****	SNA*MHA-- _*****	SHA*MHA-- _*****
AIR TRACK MILITARY HELICOPTER ANTISUBMARINE WARFARE /MPA	1.X.2.1.2.2	F				
			SUA*MHS--- *****	SFA*MHS--- *****	SNA*MHS--- *****	SHA*MHS--- *****
AIR TRACK MILITARY HELICOPTER UTILITY	1.X.2.1.2.3	F				
			SUA*MHU-- _*****	SFA*MHU--- *****	SNA*MHU-- _*****	SHA*MHU-- _*****
AIR TRACK MILITARY HELICOPTER UTILITY LIGHT	1.X.2.1.2.3.1	F				
			SUA*MHU L--*****	SFA*MHUL- _*****	SNA*MHU L--*****	SHA*MHU L--*****
AIR TRACK MILITARY HELICOPTER UTILITY MEDIUM	1.X.2.1.2.3.2	F				
			SUA*MHU M--*****	SFA*MHU M--*****	SNA*MHU M--*****	SHA*MHU M--*****

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TABLE D-I. Warrior icon set-air.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY HELICOPTER UTILITY HEAVY	1.X.2.1.2.3.3	F				
			SUA*MHU H-*****	SFA*MHUH- _*****	SNA*MHU H-*****	SHA*MHU H-*****
AIR TRACK MILITARY HELICOPTER MINE COUNTER MEASURES	1.X.2.1.2.4	F				
			SUA*MHI--- *****	SFA*MHI--- *****	SNA*MHI--- *****	SHA*MHI--- *****
AIR TRACK MILITARY HELICOPTER SEARCH AND RESCUE (CSAR)	1.X.2.1.2.5	F				
			SUA*MHH-- _*****	SFA*MHH--- *****	SNA*MHH-- _*****	SHA*MHH-- _*****
AIR TRACK MILITARY HELICOPTER RECONNAISSANCE	1.X.2.1.2.6	F				
			SUA*MHR-- _*****	SFA*MHR--- *****	SNA*MHR-- _*****	SHA*MHR-- _*****
AIR TRACK MILITARY HELICOPTER DRONE (RPV/UAV)	1.X.2.1.2.7	F				
			SUA*MHQ-- _*****	SFA*MHQ--- *****	SNA*MHQ-- _*****	SHA*MHQ-- _*****

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APPENDIX D

TABLE D-I. Warrior icon set-air.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY HELICOPTER CARGO AIRLIFT (TRANSPORT)	1.X.2.1.2.8	F				
			SUA*MHC-- _*****	SFA*MHC--- *****	SNA*MHC-- _*****	SHA*MHC-- _*****
AIR TRACK MILITARY HELICOPTER CARGO AIRLIFT LIGHT	1.X.2.1.2.8.1	F				
			SUA*MHCL- _*****	SFA*MHCL- _*****	SNA*MHCL- _*****	SHA*MHCL- _*****
AIR TRACK MILITARY HELICOPTER CARGO AIRLIFT MEDIUM	1.X.2.1.2.8.2	F				
			SUA*MHC M-*****	SFA*MHC M-*****	SNA*MHC M-*****	SHA*MHC M-*****
AIR TRACK MILITARY HELICOPTER CARGO AIRLIFT HEAVY	1.X.2.1.2.8.3	F				
			SUA*MHC H-*****	SFA*MHCH- _*****	SNA*MHC H-*****	SHA*MHC H-*****
AIR TRACK MILITARY HELICOPTER TRAINER	1.X.2.1.2.9	F				
			SUA*MHT--- *****	SFA*MHT--- *****	SNA*MHT--- *****	SHA*MHT--- *****

Note: White filled icon represents
white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-air.


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY HELICOPTER MEDEVAC	1.X.2.1.2.10	F				
			SUA*MHO-- _*****	SFA*MHO--- *****	SNA*MHO-- _*****	SHA*MHO-- _*****
AIR TRACK MILITARY HELICOPTER SPECIAL OPERATIONS FORCES (SOF)	1.X.2.1.2.11	F				
			SUA*MHM-- _*****	SFA*MHM-- _*****	SNA*MHM-- _*****	SHA*MHM-- _*****
AIR TRACK MILITARY HELICOPTER AIRBORNE COMMAND POST (C2)	1.X.2.1.2.12	F				
			SUA*MHD-- _*****	SFA*MHD--- *****	SNA*MHD-- _*****	SHA*MHD-- _*****
AIR TRACK MILITARY HELICOPTER TANKER	1.X.2.1.2.13	F				
			SUA*MHK-- _*****	SFA*MHK--- *****	SNA*MHK-- _*****	SHA*MHK-- _*****
AIR TRACK MILITARY HELICOPTER ELECTRONIC COUNTER MEASURES (ECM/JAMMER)	1.X.2.1.2.14	F				
			SUA*MHJ--- *****	SFA*MHJ--- *****	SNA*MHJ--- *****	SHA*MHJ--- *****

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APPENDIX D

TABLE D-I. Warrior icon set-air.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY LIGHTER THAN AIR	1.X.2.1.3	F				
			SUA*ML---- *****	SFA*ML---- *****	SNA*ML---- *****	SHA*ML---- *****
AIR TRACK WEAPON	1.X.2.2	F				
			SUA*W---- *****	SFA*W---- *****	SNA*W---- *****	SHA*W---- *****
AIR TRACK WEAPON MISSILE IN FLIGHT	1.X.2.2.1	F				
			SUA*WM---- *****	SFA*WM---- *****	SNA*WM---- *****	SHA*WM---- *****
AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE/LAND LAUNCHED MISSILE	1.X.2.2.1.1	F				
			SUA*WMS-- _*****	SFA*WMS--- *****	SNA*WMS-- _*****	SHA*WMS-- _*****

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APPENDIX D

TABLE D-I. Warrior icon set-air.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE/LAND LAUNCHED MISSILE SURFACE TO SURFACE MISSILE (SSM)	1.X.2.2.1.1.1	F				
			SUA*WMS S--*****	SFA*WMSS- _*****	SNA*WMS S--*****	SHA*WMS S--*****
AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE/LAND LAUNCHED MISSILE SURFACE TO AIR MISSILE (SAM)	1.X.2.2.1.1.2	F				
			SUA*WMS A--*****	SFA*WMS A--*****	SNA*WMS A--*****	SHA*WMS A--*****
AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE	1.X.2.2.1.2	F				
			SUA*WMA-- _*****	SFA*WMA-- _*****	SNA*WMA-- _*****	SHA*WMA-- _*****
AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE AIR TO SURFACE MISSILE (ASM)	1.X.2.2.1.2.1	F				
			SUA*WMA S--*****	SFA*WMA S--*****	SNA*WMA S--*****	SHA*WMA S--*****

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TABLE D-I. Warrior icon set-air.













DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE AIR TO AIR MISSILE (AAM)	1.X.2.2.1.2.2	F				
			SUA*WMA A--*****	SFA*WMA A--*****	SNA*WMA A--*****	SHA*WMA A--*****
AIR TRACK WEAPON MISSILE IN FLIGHT SUB-SURFACE TO SURFACE MISSILE (S/SSM)	1.X.2.2.1.3	F				
			SUA*WMU-- _*****	SFA*WMU-- _*****	SNA*WMU-- _*****	SHA*WMU-- _*****
AIR TRACK WEAPON MISSILE IN FLIGHT LAND ATTACK MISSILE	1.X.2.2.1.4	F				
			SUA*WML-- _*****	SFA*WML-- _*****	SNA*WML-- _*****	SHA*WML-- _*****
AIR TRACK WEAPON DECOY	1.X.2.2.2	F				
			SUA*WD---- *****	SFA*WD---- *****	SNA*WD---- *****	SHA*WD---- *****
AIR TRACK CIVIL	1.X.2.3	F				
			SUA*C----- *****	SFA*C----- *****	SNA*C----- *****	SHA*C----- *****

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TABLE D-I. Warrior icon set-air.














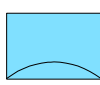



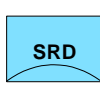


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK CIVIL FIXED WING	1.X.2.3.1	F				
			SUA*CF---- *****	SFA*CF---- *****	SNA*CF---- *****	SHA*CF---- *****
AIR TRACK CIVIL HELICOPTER	1.X.2.3.2	F				
			SUA*CH---- *****	SFA*CH---- *****	SNA*CH---- *****	SHA*CH---- *****
AIR TRACK CIVIL LIGHTER THAN AIR	1.X.2.3.3	F				
			SUA*CL---- *****	SFA*CL---- *****	SNA*CL---- *****	SHA*CL---- *****

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TABLE D-I. Warrior icon set-ground.

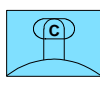






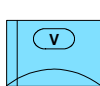



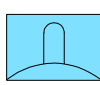


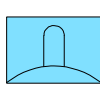


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK	1.X.3	F				
			SUG*----- *****	SFG*----- *****	SNG*----- *****	SHG*----- *****
GROUND TRACK UNIT	1.X.3.1	F				
			SUG*U----- *****	SFG*U----- *****	SNG*U----- *****	SHG*U----- *****
GROUND TRACK UNIT COMBAT	1.X.3.1.1	F				
			SUG*UC----- *****	SFG*UC----- *****	SNG*UC----- *****	SHG*UC----- *****
GROUND TRACK UNIT COMBAT AIR DEFENSE	1.X.3.1.1.1	F				
			SUG*UCD--- *****	SFG*UCD--- *****	SNG*UCD--- *****	SHG*UCD--- *****
GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE	1.X.3.1.1.1.1	F				
			SUG*UCDS- _*****	SFG*UCDS-- *****	SNG*UCDS- _*****	SHG*UCDS- _*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


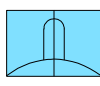



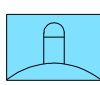



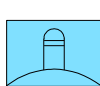



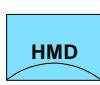



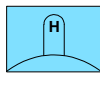


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE CHAPARRAL	1.X.3.1.1.1.1.1	F				
			SUG*UCDS C_*****	SFG*UCDS C_*****	SNG*UCDS C_*****	SHG*UCDS C_*****
GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE STINGER	1.X.3.1.1.1.1.2	F				
			SUG*UCDS S_*****	SFG*UCDS S_*****	SNG*UCDS S_*****	SHG*UCDS S_*****
GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE VULCAN	1.X.3.1.1.1.1.3	F				
			SUG*UCDS V_*****	SUG*UCDS V_*****	SUG*UCDS V_*****	SUG*UCDS V_*****
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE	1.X.3.1.1.1.2	F				
			SUG*UCD M_*****	SFG*UCDM- _*****	SNG*UCD M_*****	SHG*UCD M_*****
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE LIGHT	1.X.3.1.1.1.2.1	F				
			SUG*UCDM L_*****	SFG*UCDM L_*****	SNG*UCDM L_*****	SHG*UCDM L_*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


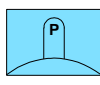



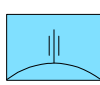



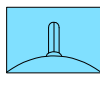



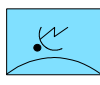



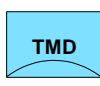


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE MOTORIZED (AVENGER)	1.X.3.1.1.1.2.1.1					
			SUG*UCDM LA*****	SFG*UCDM LA*****	SNG*UCDM LA*****	SHG*UCDM LA*****
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE MEDIUM	1.X.3.1.1.1.2.2	F				
			SUG*UCDM M*****	SFG*UCDM M*****	SNG*UCDM M*****	SHG*UCDM M*****
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE HEAVY	1.X.3.1.1.1.2.3	F				
			SUG*UCDM H*****	SFG*UCDM H*****	SNG*UCDM H*****	SHG*UCDM H*****
GROUND TRACK UNIT COMBAT AIR DEFENSE H/MAD	1.X.3.1.1.1.2.4	F				
			SUG*UCDH- _*****	SFG*UCDH- _*****	SNG*UCDH- _*****	SHG*UCDH- _*****
GROUND TRACK UNIT COMBAT AIR DEFENSE H/MAD HAWK	1.X.3.1.1.1.2.4.1	F				
			SUG*UCDH H*****	SFG*UCDH H*****	SNG*UCDH H*****	SHG*UCDH H*****

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TABLE D-I. Warrior icon set-ground.


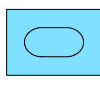



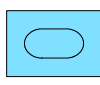



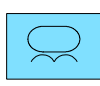



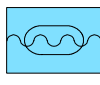



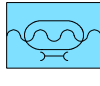


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AIR DEFENSE H/MAD PATRIOT	1.X.3.1.1.1.2.4.2	F				
			SUG*UCDH P_*****	SFG*UCDH P_*****	SNG*UCDH P_*****	SHG*UCDH P_*****
GROUND TRACK UNIT COMBAT AIR DEFENSE GUN UNIT	1.X.3.1.1.1.3	F				
			SUG*UCDG- _*****	SFG*UCDG- _*****	SNG*UCDG- _*****	SHG*UCDG- _*****
GROUND TRACK UNIT COMBAT AIR DEFENSE COMPOSITE	1.X.3.1.1.1.4	F				
			SUG*UCDC- _*****	SFG*UCDC- _*****	SNG*UCDC- _*****	SHG*UCDC- _*****
GROUND TRACK UNIT COMBAT AIR DEFENSE TARGETING UNIT	1.X.3.1.1.1.5	F				
			SUG*UCDT- _*****	SFG*UCDT-- *****	SNG*UCDT- _*****	SHG*UCDT- _*****
GROUND TRACK UNIT COMBAT AIR DEFENSE THEATER MISSILE DEFENSE UNIT	1.X.3.1.1.1.6	F				
			SUG*UCDO- _*****	SFG*UCDO- _*****	SNG*UCDO- _*****	SHG*UCDO- _*****

Note: White filled icon represents
white opaque filled icon

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TABLE D-I. Warrior icon set-ground.


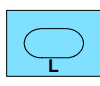



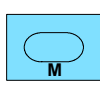



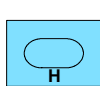



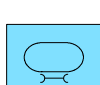



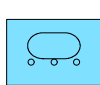


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ARMOR	1.X.3.1.1.2	F				
			SUG*UCA--- *****	SFG*UCA--- *****	SNG*UCA--- *****	SHG*UCA--- *****
GROUND TRACK UNIT COMBAT ARMOR TRACK	1.X.3.1.1.2.1	F				
			SUG*UCAT- _*****	SFG*UCAT-- *****	SNG*UCAT- _*****	SHG*UCAT- _*****
GROUND TRACK UNIT COMBAT ARMOR TRACK AIRBORNE	1.X.3.1.1.2.1.1	F				
			SUG*UCAT A-*****	SFG*UCAT A-*****	SNG*UCAT A-*****	SHG*UCAT A-*****
GROUND TRACK UNIT COMBAT ARMOR TRACK AMPHIBIOUS	1.X.3.1.1.2.1.2	F				
			SUG*UCAT W-*****	SFG*UCAT W-*****	SNG*UCAT W-*****	SHG*UCAT W-*****
GROUND TRACK UNIT COMBAT ARMOR TRACK AMPHIBIOUS RECOVERY	1.X.3.1.1.2.1.2.1	F				
			SUG*UCAT WR*****	SFG*UCAT WR*****	SNG*UCAT WR*****	SHG*UCAT WR*****

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white opaque filled icon

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TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ARMOR TRACK LIGHT	1.X.3.1.1.2.1.3	F				
			SUG*UCAT L-*****	SFG*UCAT L-*****	SNG*UCAT L-*****	SHG*UCAT L-*****
GROUND TRACK UNIT COMBAT ARMOR TRACK MEDIUM	1.X.3.1.1.2.1.4	F				
			SUG*UCAT M-*****	SFG*UCAT M-*****	SNG*UCAT M-*****	SHG*UCAT M-*****
GROUND TRACK UNIT COMBAT AMOR TRACK HEAVY	1.X.3.1.1.2.1.5	F				
			SUG*UCAT H-*****	SFG*UCAT H-*****	SNG*UCAT H-*****	SHG*UCAT H-*****
GROUND TRACK UNIT COMBAT ARMOR TRACK RECOVERY	1.X.3.1.1.2.1.6	F				
			SUG*UCAT R-*****	SFG*UCAT R-*****	SNG*UCAT R-*****	SHG*UCAT R-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED	1.X.3.1.1.2.2	F				
			SUG*UCA W-*****	SFG*UCAW- _*****	SNG*UCA W-*****	SHG*UCA W-*****

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white opaque filled icon

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TABLE D-I. Warrior icon set-ground.


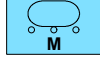



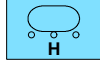














DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ARMOR WHEELED AIR ASSAULT	1.X.3.1.1.2.2.1	F				
			SUG*UCAW S-*****	SFG*UCAW S-*****	SNG*UCAW S-*****	SHG*UCAW S-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED AIRBORNE	1.X.3.1.1.2.2.2	F				
			SUG*UCAW A-*****	SFG*UCAW A-*****	SNG*UCAW A-*****	SHG*UCAW A-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED AMPHIBIOUS	1.X.3.1.1.2.2.3	F				
			SUG*UCAW W-*****	SFG*UCAW W-*****	SNG*UCAW W-*****	SHG*UCAW W-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED AMPHIBIOUS RECOVERY	1.X.3.1.1.2.2.3.1	F				
			SUG*UCAW WR*****	SFG*UCAW WR*****	SNG*UCAW WR*****	SHG*UCAW WR*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED LIGHT	1.X.3.1.1.2.2.4	F				
			SUG*UCAW L-*****	SFG*UCAW L-*****	SNG*UCAW L-*****	SHG*UCAW L-*****

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white opaque filled icon

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TABLE D-I. Warrior icon set-ground.


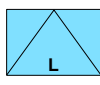



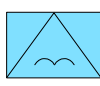



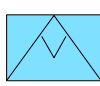



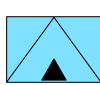



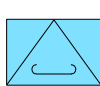


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ARMOR WHEELED MEDIUM	1.X.3.1.1.2.2.5	F				
			SUG*UCAW M-*****	SFG*UCAW M-*****	SNG*UCAW M-*****	SHG*UCAW M-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED HEAVY	1.X.3.1.1.2.2.6	F				
			SUG*UCAW H-*****	SFG*UCAW H-*****	SNG*UCAW H-*****	SHG*UCAW H-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED RECOVERY	1.X.3.1.1.2.2.7	F				
			SUG*UCAW R-*****	SFG*UCAW R-*****	SNG*UCAW R-*****	SHG*UCAW R-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR	1.X.3.1.1.3	F				
			SUG*UCAW A-*****	SFG*UCAW A-*****	SNG*UCAW A-*****	SHG*UCAW A-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR DISMOUNTED	1.X.3.1.1.3.1	F				
			SUG*UCAW D-*****	SFG*UCAW D-*****	SNG*UCAW D-*****	SHG*UCAW D-*****

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TABLE D-I. Warrior icon set-ground.


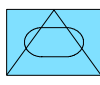



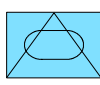



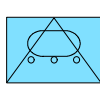



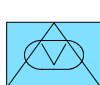



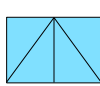


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOR LIGHT	1.X.3.1.1.3.2	F				
			SUG*UCAA L-*****	SFG*UCAA L-*****	SNG*UCAA L-*****	SHG*UCAA L-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR AIRBORNE	1.X.3.1.1.3.3	F				
			SUG*UCAA M-*****	SFG*UCAA M-*****	SNG*UCAA M-*****	SHG*UCAA M-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR AIR ASSAULT	1.X.3.1.1.3.4	F				
			SUG*UCAA S-*****	SFG*UCAA S-*****	SNG*UCAA S-*****	SHG*UCAA S-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MOUNTAIN	1.X.3.1.1.3.5	F				
			SUG*UCAA U-*****	SFG*UCAA U-*****	SNG*UCAA U-*****	SHG*UCAA U-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARCTIC	1.X.3.1.1.3.6	F				
			SUG*UCAA C-*****	SFG*UCAA C-*****	SNG*UCAA C-*****	SHG*UCAA C-*****

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TABLE D-I. Warrior icon set-ground.


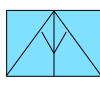





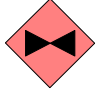

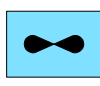



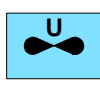



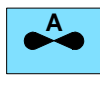


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOR MECHANIZED	1.X.3.1.1.3.7	F				
			SUG*UCAA A-*****	SFG*UCAA A-*****	SNG*UCAA A-*****	SHG*UCAA A-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MECHANIZED TRACKED	1.X.3.1.1.3.7.1	F				
			SUG*UCAA AT*****	SFG*UCAA AT*****	SNG*UCAA AT*****	SHG*UCAA AT*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MECHANIZED WHEELED	1.X.3.1.1.3.7.2	F				
			SUG*UCAA AW*****	SFG*UCAA AW*****	SNG*UCAA AW*****	SHG*UCAA AW*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MECHANIZED AIR ASSAULT	1.X.3.1.1.3.7.3	F				
			SUG*UCAA AS*****	SFG*UCAA AS*****	SNG*UCAA AS*****	SHG*UCAA AS*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MOTORIZED	1.X.3.1.1.3.8	F				
			SUG*UCAA O-*****	SFG*UCAA O-*****	SNG*UCAA O-*****	SHG*UCAA O-*****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOR MOTORIZED AIR ASSAULT	1.X.3.1.1.3.8.1	F				
			SUG*UCAA OS*****	SFG*UCAA OS*****	SNG*UCAA OS*****	SHG*UCAA OS*****
GROUND TRACK UNIT COMBAT AVIATION	1.X.3.1.1.4	F				
			SUG*UCV--- *****	SFG*UCV--- *****	SNG*UCV--- *****	SHG*UCV--- *****
GROUND TRACK UNIT COMBAT AVIATION FIXED WING	1.X.3.1.1.4.1	F				
			SUG*UCVF- _*****	SFG*UCVF-- *****	SNG*UCVF- _*****	SHG*UCVF- _*****
GROUND TRACK UNIT COMBAT AVIATION FIXED WING UTILITY	1.X.3.1.1.4.1.1	F				
			SUG*UCVF U-*****	SFG*UCVF U-*****	SNG*UCVF U-*****	SHG*UCVF U-*****
GROUND TRACK UNIT COMBAT AVIATION FIXED WING ATTACK	1.X.3.1.1.4.1.2	F				
			SUG*UCVF A-*****	SFG*UCVF A-*****	SNG*UCVF A-*****	SNG*UCVF A-*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION FIXED WING RECON	1.X.3.1.1.4.1.3	F				
			SUG*UCVF R-*****	SFG*UCVF R-*****	SNG*UCVF R-*****	SHG*UCVF R-*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING	1.X.3.1.1.4.2	F				
			SUG*UCVR- _*****	SFG*UCVR- _*****	SNG*UCVR- _*****	SHG*UCVR- _*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING ATTACK	1.X.3.1.1.4.2.1	F				
			SUG*UCVR A-*****	SFG*UCVR A-*****	SNG*UCVR A-*****	SHG*UCVR A-*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING SCOUT	1.X.3.1.1.4.2.2	F				
			SUG*UCVR S-*****	SFG*UCVR S-*****	SNG*UCVR S-*****	SHG*UCVR S-*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING ANTISUBMARINE WARFARE	1.X.3.1.1.4.2.3	F				
			SUG*UCVR W-*****	SFG*UCVR W-*****	SNG*UCVR W-*****	SHG*UCVR W-*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY	1.X.3.1.1.4.2.4	F				
			SUG*UCVR U-*****	SFG*UCVR U-*****	SNG*UCVR U-*****	SHG*UCVR U-*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY LIGHT	1.X.3.1.1.4.2.4.1	F				
			SUG*UCVR UL*****	SFG*UCVR UL*****	SNG*UCVR UL*****	SHG*UCVR UL*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY MEDIUM	1.X.3.1.1.4.2.4.2	F				
			SUG*UCVR UM*****	SFG*UCVR UM*****	SNG*UCVR UM*****	SHG*UCVR UM*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY HEAVY	1.X.3.1.1.4.2.4.3	F				
			SUG*UCVR UH*****	SFG*UCVR UH*****	SNG*UCVR UH*****	SHG*UCVR UH*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


















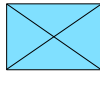


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING C2	1.X.3.1.1.4.2.5	F				
			SUG*UCVR UC*****	SFG*UCVR UC*****	SNG*UCVR UC*****	SHG*UCVR UC*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING MEDEVAC	1.X.3.1.1.4.2.6	F				
			SUG*UCVR UE*****	SFG*UCVR UE*****	SNG*UCVR UE*****	SHG*UCVR UE*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING MINE COUNTERMEASURE	1.X.3.1.1.4.2.7	F				
			SUG*UCVR M-*****	SFG*UCVR M-*****	SNG*UCVR M-*****	SHG*UCVR M-*****
GROUND TRACK UNIT COMBAT AVIATION SEARCH & RESCUE	1.X.3.1.1.4.3	F				
			SUG*UCVS- _*****	SFG*UCVS-- *****	SNG*UCVS- _*****	SHG*UCVS- _*****
GROUND TRACK UNIT COMBAT AVIATION COMPOSITE	1.X.3.1.1.4.4	F				
			SUG*UCVC- _*****	SFG*UCVC- _*****	SNG*UCVC- _*****	SHG*UCVC- _*****

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TABLE D-I. Warrior icon set-ground.


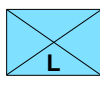



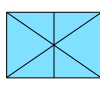



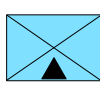



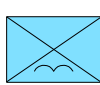



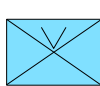


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			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION V/STOL	1.X.3.1.1.4.5	F				
			SUG*UCVV- _*****	SFG*UCVV- _*****	SNG*UCVV- _*****	SHG*UCVV- _*****
GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE	1.X.3.1.1.4.6	F				
			SUG*UCVU- _*****	SFG*UCVU- _*****	SNG*UCVU- _*****	SHG*UCVU- _*****
GROUND TRACK UNIT COMBAT AVIATION UAV FIXED WING	1.X.3.1.1.4.6.1	F				
			SUG*UCVU F_*****	SFG*UCVU F_*****	SNG*UCVU F_*****	SHG*UCVU F_*****
GROUND TRACK UNIT COMBAT AVIATION UAV ROTARY WING	1.X.3.1.1.4.6.2	F				
			SUG*UCVU R_*****	SFG*UCVU R_*****	SNG*UCVU R_*****	SHG*UCVU R_*****
GROUND TRACK UNIT COMBAT INFANTRY	1.X.3.1.1.5	F				
			SUG*UCI--- *****	SFG*UCI--- *****	SNG*UCI--- *****	SHG*UCI--- *****

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TABLE D-I. Warrior icon set-ground.


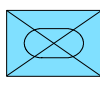







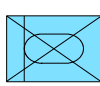



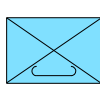



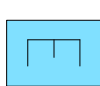


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT INFANTRY LIGHT	1.X.3.1.1.5.1	F				
			SUG*UCIL-- *****	SFG*UCIL-- *****	SNG*UCIL-- *****	SHG*UCIL-- *****
GROUND TRACK UNIT COMBAT INFANTRY MOTORIZED	1.X.3.1.1.5.2	F				
			SUG*UCIM- _*****	SFG*UCIM- _*****	SNG*UCIM- _*****	SHG*UCIM- _*****
GROUND TRACK UNIT COMBAT INFANTRY MOUNTAIN	1.X.3.1.1.5.3	F				
			SUG*UCIO-- *****	SFG*UCIO-- *****	SNG*UCIO-- *****	SHG*UCIO-- *****
GROUND TRACK UNIT COMBAT INFANTRY AIRBORNE	1.X.3.1.1.5.4	F				
			SUG*UCIA-- *****	SFG*UCIA-- *****	SNG*UCIA-- *****	SHG*UCIA-- *****
GROUND TRACK UNIT COMBAT INFANTRY AIR ASSAULT	1.X.3.1.1.5.5	F				
			SUG*UCIS-- *****	SFG*UCIS-- *****	SNG*UCIS-- *****	SHG*UCIS-- *****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


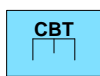



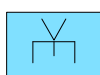



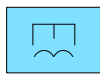



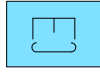



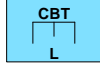


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT INFANTRY MECHANIZED	1.X.3.1.1.5.6	F				
			SUG*UCIZ-- *****	SFG*UCIZ-- *****	SNG*UCIZ-- *****	SHGUCIZ-- p*****
GROUND TRACK UNIT COMBAT INFANTRY NAVAL	1.X.3.1.1.5.7	F				
			SUG*UCIN-- *****	SFG*UCIN-- *****	SNG*UCIN-- *****	SHG*UCIN-- *****
GROUND TRACK UNIT COMBAT INFANTRY INFANTRY FIGHTING VEHICLE	1.X.3.1.1.5.8	F				
			SUG*UCII-- *****	SFG*UCII-- *****	SNG*UCII-- *****	SHG*UCII-- *****
GROUND TRACK UNIT COMBAT INFANTRY ARCTIC	1.X.3.1.1.5.9	F				
			SUG*UCIC-- *****	SFG*UCIC-- *****	SNG*UCIC-- *****	SHG*UCIC-- *****
GROUND TRACK UNIT COMBAT ENGINEER	1.X.3.1.1.6	F				
			SUG*UCE--- *****	SFG*UCE--- *****	SNG*UCE--- *****	SHG*UCE--- *****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


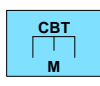



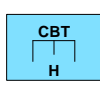



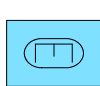



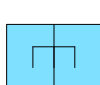



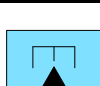


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ENGINEER COMBAT	1.X.3.1.1.6.1	F				
			SUG*UCEC- _*****	SFG*UCEC-- *****	SNG*UCEC- _*****	SHG*UCEC- _*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT AIR ASSAULT	1.X.3.1.1.6.1.1	F				
			SUG*UCEC S_*****	SFG*UCEC S_*****	SNG*UCEC S_*****	SHG*UCEC S_*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT AIRBORNE	1.X.3.1.1.6.1.2	F				
			SUG*UCEC A_*****	SFG*UCEC A_*****	SNG*UCEC A_*****	SHG*UCEC A_*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT ARCTIC	1.X.3.1.1.6.1.3	F				
			SUG*UCEC C_*****	SFG*UCEC C_*****	SNG*UCEC C_*****	SHG*UCEC C_*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT LIGHT (SAPPER)	1.X.3.1.1.6.1.4	F				
			SUG*UCEC L_*****	SFG*UCEC L_*****	SNG*UCEC L_*****	SHG*UCEC L_*****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


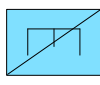



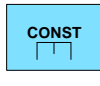



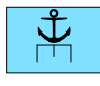



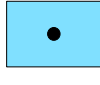



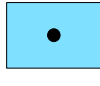


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MEDIUM	1.X.3.1.1.6.1.5	F				
			SUG*UCEC M-*****	SFG*UCEC M-*****	SNG*UCEC M-*****	SHG*UCEC M-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT HEAVY	1.X.3.1.1.6.1.6	F				
			SUG*UCEC H-*****	SFG*UCEC H-*****	SNG*UCEC H-*****	SHG*UCEC H-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MECH (TRACK)	1.X.3.1.1.6.1.7	F				
			SUG*UCEC T-*****	SFG*UCEC T-*****	SNG*UCEC T-*****	SHG*UCEC T-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MOTORIZED	1.X.3.1.1.6.1.8	F				
			SUG*UCEC W-*****	SFG*UCEC W-*****	SNG*UCEC W-*****	SHG*UCEC W-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MOUNTAIN	1.X.3.1.1.6.1.9	F				
			SUG*UCEC O-*****	SFG*UCEC O-*****	SNG*UCEC O-*****	SHG*UCEC O-*****

Note: White filled icon represents
white opaque filled icon

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TABLE D-I. Warrior icon set-ground.







DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ENGINEER COMBAT RECON	1.X.3.1.1.6.1. 10	F				
			SUG*UCEC R-*****	SFG*UCEC R-*****	SNG*UCEC R-*****	SHG*UCEC R-*****
GROUND TRACK UNIT COMBAT ENGINEER CONSTRUCTION	1.X.3.1.1.6.2	F				
			SUG*UCEN- _*****	SFG*UCEN-- *****	SNG*UCEN- _*****	SHG*UCEN- _*****
GROUND TRACK UNIT COMBAT ENGINEER CONSTRUCTION NAVAL	1.X.3.1.1.6.2.1	F				
			SUG*UCEN N-*****	SFG*UCEN N-*****	SNG*UCEN N-*****	SHG*UCEN N-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY	1.X.3.1.1.7	F				
			SUG*UCF--- *****	SFG*UCF--- *****	SNG*UCF--- *****	SHG*UCF--- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN	1.X.3.1.1.7.1	F				
			SUG*UCFH- _*****	SFG*UCFH-- *****	SNG*UCFH- _*****	SHG*UCFH- _*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


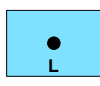



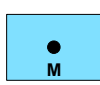



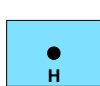



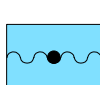



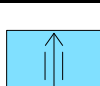


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN SELF-PROPELLED	1.X.3.1.1.7.1.1	F				
			SUG*UCFH E-*****	SFG*UCFH E-*****	SNG*UCFH E-*****	SHG*UCFH E-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AIR ASSAULT	1.X.3.1.1.7.1.2	F				
			SUG*UCFH S-*****	SFG*UCFH S-*****	SNG*UCFH S-*****	SHG*UCFH S-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AIRBORNE	1.X.3.1.1.7.1.3	F				
			SUG*UCFH A-*****	SFG*UCFH A-*****	SNG*UCFH A-*****	SHG*UCFH A-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN ARCTIC	1.X.3.1.1.7.1.4	F				
			SUG*UCFH C-*****	SFG*UCFH C-*****	SNG*UCFH C-*****	SHG*UCFH C-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN MOUNTAIN	1.X.3.1.1.7.1.5	F				
			SUG*UCFH O-*****	SFG*UCFH O-*****	SNG*UCFH O-*****	SHG*UCFH O-*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.






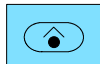



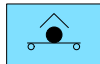



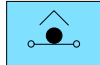


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN LIGHT	1.X.3.1.1.7.1.6	F				
			SUG*UCFH L-*****	SFG*UCFH L-*****	SNG*UCFH L-*****	SHG*UCFH L-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN MEDIUM	1.X.3.1.1.7.1.7	F				
			SUG*UCFH M-*****	SFG*UCFH M-*****	SNG*UCFH M-*****	SHG*UCFH M-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN HEAVY	1.X.3.1.1.7.1.8	F				
			SUG*UCFH H-*****	SFG*UCFH H-*****	SNG*UCFH H-*****	SHG*UCFH H-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AMPHIBIOUS	1.X.3.1.1.7.1.9	F				
			SUG*UCFH X-*****	SFG*UCFH X-*****	SNG*UCFH X-*****	SHG*UCFH X-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET	1.X.3.1.1.7.2	F				
			SUG*UCFR- _*****	SFG*UCFR-- *****	SNG*UCFR- _*****	SHG*UCFR- _*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


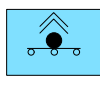



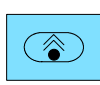



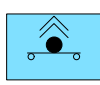



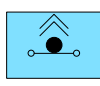


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER	1.X.3.1.1.7.2.1	F				
			SUG*UCFR S*****	SFG*UCFR S*****	SNG*UCFR S*****	SHG*UCFR S*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET SELF- PROPELLED	1.X.3.1.1.7.2.1.1	F				
			SUG*UCFRS S*****	SFG*UCFRS S*****	SNG*UCFRS S*****	SHG*UCFRS S*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET TRUCK	1.X.3.1.1.7.2.1.2	F				
			SUG*UCFRS R*****	SFG*UCFRS R*****	SNG*UCFRS R*****	SHG*UCFRS R*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET TOWED	1.X.3.1.1.7.2.1.3	F				
			SUG*UCFRS T*****	SFG*UCFRS T*****	SNG*UCFRS T*****	SHG*UCFRS T*****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


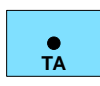



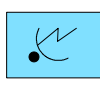



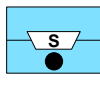







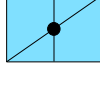


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER	1.X.3.1.1.7.2.2	F				
			SUG*UCFR M-*****	SFG*UCFR M-*****	SNG*UCFR M-*****	SHG*UCFR M-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET SELF- PROPELLED	1.X.3.1.1.7.2.2.1	F				
			SUG*UCFR MS*****	SFG*UCFR MS*****	SNG*UCFR MS*****	SHG*UCFR MS*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET TRUCK	1.X.3.1.1.7.2.2.2	F				
			SUG*UCFR MR*****	SFG*UCFR MR*****	SNG*UCFR MR*****	SHG*UCFR MR*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET TOWED	1.X.3.1.1.7.2.2.3	F				
			SUG*UCFR MT*****	SFG*UCFR MT*****	SNG*UCFR MT*****	SHG*UCFR MT*****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


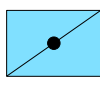



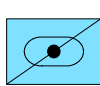







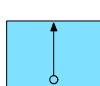


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION	1.X.3.1.1.7.3	F				
			SUG*UCFT-- *****	SFG*UCFT-- *****	SNG*UCFT-- *****	SHG*UCFT-- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION RADAR	1.X.3.1.1.7.3.1	F				
			SUG*UCFT R-*****	SFG*UCFT R-*****	SNG*UCFT R-*****	SHG*UCFT R-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION SOUND	1.X.3.1.1.7.3.2	F				
			SUG*UCFT S-*****	SFG*UCFT S-*****	SNG*UCFT S-*****	SHG*UCFT S-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION FLASH (OPTICAL)	1.X.3.1.1.7.3.3	F				
			SUG*UCFT F-*****	SFG*UCFT F-*****	SNG*UCFT F-*****	SHG*UCFT F-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST	1.X.3.1.1.7.3.4	F				
			SUG*UCFT C-*****	SFG*UCFT C-*****	SNG*UCFT C-*****	SHG*UCFT C-*****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

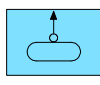



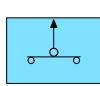




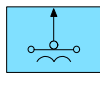

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST DISMOUNTED	1.X.3.1.1.7.3.4.1	F				
			SUG*UCFTC D*****	SFG*UCFTC D*****	SNG*UCFTC D*****	SHG*UCFTC D*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST TRACKED	1.X.3.1.1.7.3.4.2	F				
			SUG*UCFTC M*****	SFG*UCFTC M*****	SNG*UCFTC M*****	SHG*UCFTC M*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION ANGLICO	1.X.3.1.1.7.3.5	F				
			SUG*UCFT A-*****	SFG*UCFT A-*****	SNG*UCFT A-*****	SHG*UCFT A-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR	1.X.3.1.1.7.4	F				
			SUG*UCFM- _*****	SFG*UCFM- _*****	SNG*UCFM- _*****	SHG*UCFM- _*****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


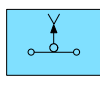



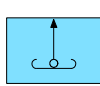



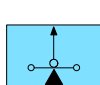



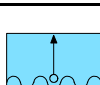


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR SP TRACKED	1.X.3.1.1.7.4.1	F				
			SUG*UCFM S-*****	SFG*UCFM S-*****	SNG*UCFM S-*****	SHG*UCFM S-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR SP WHEELED	1.X.3.1.1.7.4.2	F				
			SUG*UCFM SW*****	SFG*UCFMS W*****	SNG*UCFM SW*****	SHG*UCFM SW*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED	1.X.3.1.1.7.4.3	F				
			SUG*UCFM T-*****	SFG*UCFM T-*****	SNG*UCFM T-*****	SHG*UCFM T-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED AIRBORNE	1.X.3.1.1.7.4.3.1	F				
			SUG*UCFM TA*****	SFG*UCFM TA*****	SNG*UCFM TA*****	SHG*UCFM TA*****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


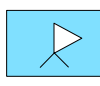



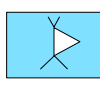



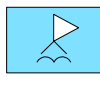



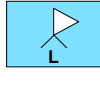






DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED AIR ASSAULT	1.X.3.1.1.7.4.3.2	F				
			SUG*UCFM TS*****	SFG*UCFM TS*****	SNG*UCFM TS*****	SHG*UCFM TS*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED ARCTIC	1.X.3.1.1.7.4.3.3	F				
			SUG*UCFM TC*****	SFG*UCFM TC*****	SNG*UCFM TC*****	SHG*UCFM TC*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED MOUNTAIN	1.X.3.1.1.7.4.3.4	F				
			SUG*UCFM TO*****	SFG*UCFM TO*****	SNG*UCFM TO*****	SHG*UCFM TO*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR AMPHIBIOUS	1.X.3.1.1.7.4.4	F				
			SUG*UCFM L_*****	SFG*UCFM L_*****	SNG*UCFM L_*****	SHG*UCFM L_*****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.






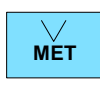














DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY	1.X.3.1.1.7.5	F				
			SUG*UCFS-- *****	SFG*UCFS-- *****	SNG*UCFS-- *****	SHG*UCFS-- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY AIR ASSAULT	1.X.3.1.1.7.5.1	F				
			SUG*UCFS S-*****	SFG*UCFSS- *****	SNG*UCFS S-*****	SHG*UCFS S-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY AIRBORNE	1.X.3.1.1.7.5.2	F				
			SUG*UCFS A-*****	SFG*UCFS A-*****	SNG*UCFS A-*****	SHG*UCFS A-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY LIGHT	1.X.3.1.1.7.5.3	F				
			SUG*UCFS L-*****	SFG*UCFS L-*****	SNG*UCFS L-*****	SHG*UCFS L-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY MOUNTAIN	1.X.3.1.1.7.5.4	F				
			SUG*UCFS O-*****	SFG*UCFS O-*****	SNG*UCFS O-*****	SHG*UCFS O-*****

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TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL	1.X.3.1.1.7.6	F				
			SUG*UCFO- _*****	SFG*UCFO-- *****	SNG*UCFO- _*****	SHG*UCFO- _*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL AIR ASSAULT	1.X.3.1.1.7.6.1	F				
			SUG*UCFO S_*****	SFG*UCFO S_*****	SNG*UCFO S_*****	SHG*UCFO S_*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL AIRBORNE	1.X.3.1.1.7.6.2	F				
			SUG*UCFO A_*****	SFG*UCFO A_*****	SNG*UCFO A_*****	SHG*UCFO A_*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL LIGHT	1.X.3.1.1.7.6.3	F				
			SUG*UCFO L_*****	SFG*UCFO L_*****	SNG*UCFO L_*****	SHG*UCFO L_*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL MOUNTAIN	1.X.3.1.1.7.6.4	F				
			SUG*UCFO O_*****	SFG*UCFO O_*****	SNG*UCFO O_*****	SHG*UCFO O_*****

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TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE	1.X.3.1.1.8	F				
			SUG*UCR--- *****	SFG*UCR--- *****	SNG*UCR--- *****	SHG*UCR--- *****
GROUND TRACK UNIT COMBAT RECONNAISSANCE HORSE	1.X.3.1.1.8.1	F				
			SUG*UCRH- _*****	SFG*UCRH- _*****	SNG*UCRH- _*****	SHG*UCRH- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY	1.X.3.1.1.8.2	F				
			SUG*UCRV- _*****	SFG*UCRV- _*****	SNG*UCRV- _*****	SHG*UCRV- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY ARMORED	1.X.3.1.1.8.2.1	F				
			SUG*UCRV A-*****	SFG*UCRV A-*****	SNG*UCRV A-*****	SHG*UCRV A-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY MOTORIZED	1.X.3.1.1.8.2.2	F				
			SUG*UCRV M-*****	SFG*UCRV M-*****	SNG*UCRV M-*****	SHG*UCRV M-*****

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TABLE D-I. Warrior icon set-ground.


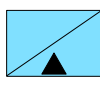



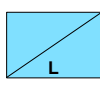



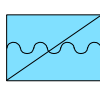



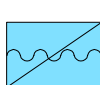



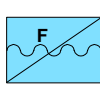


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY GROUND	1.X.3.1.1.8.2.3	F				
			SUG*UCRV G-*****	SFG*UCRV G-*****	SNG*UCRV G-*****	SHG*UCRV G-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY AIR	1.X.3.1.1.8.2.4	F				
			SUG*UCRV O-*****	SFG*UCRV O-*****	SNG*UCRV O-*****	SHG*UCRV O-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE ARCTIC	1.X.3.1.1.8.3	F				
			SUG*UCRC- _*****	SFG*UCRC-- *****	SNG*UCRC- _*****	SHG*UCRC- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE AIR ASSAULT	1.X.3.1.1.8.4	F				
			SUG*UCRS- _*****	SFG*UCRS-- *****	SNG*UCRS- _*****	SHG*UCRS- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE AIRBORNE	1.X.3.1.1.8.5	F				
			SUG*UCRA- _*****	SFG*UCRA- _*****	SNG*UCRA- _*****	SHG*UCRA- _*****

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TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE MOUNTAIN	1.X.3.1.1.8.6	F				
			SUG*UCRO- _*****	SFG*UCRO- _*****	SNG*UCRO- _*****	SHG*UCRO- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE LIGHT	1.X.3.1.1.8.7	F				
			SUG*UCRL L_*****	SFG*UCRL L_*****	SNG*UCRL L_*****	SHG*UCRL L_*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE	1.X.3.1.1.8.8	F				
			SUG*UCRR- _*****	SFG*UCRR- _*****	SNG*UCRR- _*****	SHG*UCRR- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE DIVISION	1.X.3.1.1.8.8.1	F				
			SUG*UCRR D_*****	SFG*UCRR D_*****	SNG*UCRR D_*****	SHG*UCRR D_*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE FORCE	1.X.3.1.1.8.8.2	F				
			SUG*UCRR F_*****	SFG*UCRR F_*****	SNG*UCRR F_*****	SHG*UCRR F_*****

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TABLE D-I. Warrior icon set-ground.






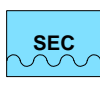



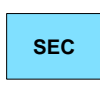







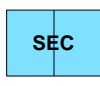


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE LAR	1.X.3.1.1.8.8.3	F				
			SUG*UCRR L_*****	SFG*UCRR L_*****	SNG*UCRR L_*****	SHG*UCRR L_*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE LRS	1.X.3.1.1.8.9	F				
			SUG*UCRX- _*****	SFG*UCRX- _*****	SNG*UCRX- _*****	SHG*UCRX- _*****
GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF)	1.X.3.1.1.9	F				
			SUG*UCM-- _*****	SFG*UCM-- _*****	SNG*UCM-- _*****	SHG*UCM-- _*****
GROUND TRACK UNIT COMBAT MISSILE TACTICAL	1.X.3.1.1.9.1	F				
			SUG*UCMT- _*****	SFG*UCMT- _*****	SNG*UCMT- _*****	SHG*UCMT- _*****
GROUND TRACK UNIT COMBAT MISSILE STRATEGIC	1.X.3.1.1.9.2	F				
			SUG*UCMS- _*****	SFG*UCMS- _*****	SNG*UCMS- _*****	SHG*UCMS- _*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES	1.X.3.1.1.10	F				
			SUG*UCI--- *****	SFG*UCI--- *****	SNG*UCI--- *****	SHG*UCI--- *****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES RIVERINE	1.X.3.1.1.10.1	F				
			SUG*UCIW- _*****	SFG*UCIW-- *****	SNG*UCIW- _*****	SHG*UCIW- _*****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND	1.X.3.1.1.10.2	F				
			SUG*UCIG-- *****	SFG*UCIG-- *****	SNG*UCIG-- *****	SHG*UCIG-- *****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND DISMOUNTED	1.X.3.1.1.10.2.1	F				
			SUG*UCIG D-*****	SFG*UCIG D-*****	SNG*UCIG D-*****	SHG*UCIG D-*****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND MOTORIZED	1.X.3.1.1.10.2.2	F				
			SUG*UCIG M-*****	SFG*UCIG M-*****	SNG*UCIG M-*****	SHG*UCIG M-*****

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TABLE D-I. Warrior icon set-ground.


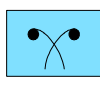



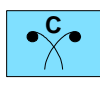



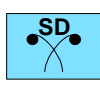



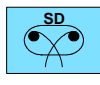



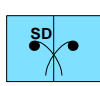


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND MECHANIZED	1.X.3.1.1.10.2.3	F				
			SUG*UCIG A-*****	SFG*UCIG A-*****	SNG*UCIG A-*****	SHG*UCIG A-*****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES WHEELED MECHANIZED	1.X.3.1.1.10.3	F				
			SUG*UCIM- _*****	SFG*UCIM-- *****	SNG*UCIM- _*****	SHG*UCIM- _*****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES RAILROAD	1.X.3.1.1.10.4	F				
			SUG*UCIR-- *****	SFG*UCIR-- *****	SNG*UCIR-- *****	SHG*UCIR-- *****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES AVIATION	1.X.3.1.1.10.5	F				
			SUG*UCIA-- *****	SFG*UCIA-- *****	SNG*UCIA-- *****	SHG*UCIA-- *****
GROUND TRACK UNIT COMBAT SUPPORT	1.X.3.1.2	F				
			SUG*UU---- *****	SFG*UU---- *****	SNG*UU---- *****	SHG*UU---- *****

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TABLE D-I. Warrior icon set-ground.


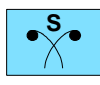



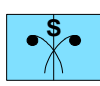



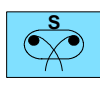



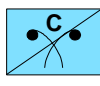


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT NBC	1.X.3.1.2.1	F				
			SUG*UUA--- *****	SFG*UUA--- *****	SNG*UUA--- *****	SHG*UUA--- *****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL	1.X.3.1.2.1.1	F				
			SUG*UUAC- _*****	SFG*UUAC- _*****	SNG*UUAC- _*****	SHG*UUAC- _*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON	1.X.3.1.2.1.1.1	F				
			SUG*UUAC C_*****	SFG*UUAC C_*****	SNG*UUAC C_*****	SHG*UUAC C_*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON MECHANIZED	1.X.3.1.2.1.1.1.1	F				
			SUG*UUAC CK*****	SFG*UUAC CK*****	SNG*UUAC CK*****	SHG*UUAC CK*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON MOTORIZED	1.X.3.1.2.1.1.1.2	F				
			SUG*UUAC CM*****	SFG*UUAC CM*****	SNG*UUAC CM*****	SHG*UUAC CM*****

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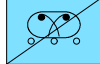



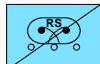







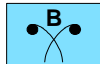



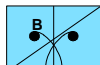


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE	1.X.3.1.2.1.1.2	F				
			SUG*UUAC S_*****	SFG*UUAC S_*****	SNG*UUAC S_*****	SHG*UUAC S_*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE MOTORIZED	1.X.3.1.2.1.1.2.1	F				
			SUG*UUAC SM*****	SFG*UUACS M*****	SNG*UUAC SM*****	SHG*UUAC SM*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE ARMOR	1.X.3.1.2.1.1.2.2	F				
			SUG*UUAC SA*****	SFG*UUACS A*****	SNG*UUAC SA*****	SHG*UUAC SA*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECON	1.X.3.1.2.1.1.3	F				
			SUG*UUAC R_*****	SFG*UUAC R_*****	SNG*UUAC R_*****	SHG*UUAC R_*****

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white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL WHEELED ARMORED VEHICLE	1.X.3.1.2.1.1.3.1					
			SUG*UUAC RW*****	SFG*UUAC RW*****	SNG*UUAC RW*****	SHG*UUAC RW*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL WHEELED ARMORED VEHICLE RECONNAISSANCE SURVEILLANCE	1.X.3.1.2.1.1.3.2					
			SUG*UUAC RS*****	SFG*UUAC RS*****	SNG*UUAC RS*****	SHG*UUAC RS*****
GROUND TRACK UNIT COMBAT SUPPORT NBC NUCLEAR	1.X.3.1.2.1.2	F				
			SUG*UUAN- _*****	SFG*UUAN- _*****	SNG*UUAN- _*****	SHG*UUAN- _*****
GROUND TRACK UNIT COMBAT SUPPORT NBC BIOLOGICAL	1.X.3.1.2.1.3	F				
			SUG*UUAB- _*****	SFG*UUAB- _*****	SNG*UUAB- _*****	SHG*UUAB- _*****
GROUND TRACK UNIT COMBAT SUPPORT NBC BIOLOGICAL RECON EQUIPPED	1.X.3.1.2.1.3.1					
			SUG*UUAB R*****	SFG*UUAB R*****	SNG*UUAB R*****	SHG*UUAB R*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.














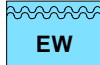


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT NBC DECON	1.X.3.1.2.1.4	F				
			SUG*UUAD- _*****	SFG*UUAD- _*****	SNG*UUAD- _*****	SHG*UUAD- _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE	1.X.3.1.2.2	F				
			SUG*UUM-- _*****	SFG*UUM--- _*****	SNG*UUM-- _*****	SHG*UUM-- _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE AERIAL EXPLOITATION	1.X.3.1.2.2.1	F				
			SUG*UUM A_*****	SFG*UUMA- _*****	SNG*UUM A_*****	SHG*UUM A_*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGINT	1.X.3.1.2.2.2	F				
			SUG*UUMS- _*****	SFG*UUMS- _*****	SNG*UUMS- _*****	SHG*UUMS- _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE	1.X.3.1.2.2.2.1	F				
			SUG*UUMS E_*****	SFG*UUMS E_*****	SNG*UUMS E_*****	SHG*UUMS E_*****

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TABLE D-I. Warrior icon set-ground.


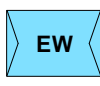







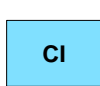










DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE ARMORED WHEELED VEHICLE	1.X.3.1.2.2.2.1.1	F				
			SUG*UUMS EA*****	SFG*UUMS EA*****	SNG*UUMS EA*****	SHG*UUMS EA*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE DIRECTION FINDING	1.X.3.1.2.2.2.1.2	F				
			SUG*UUMS ED*****	SFG*UUMS ED*****	SNG*UUMS ED*****	SHG*UUMS ED*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE INTERCEPT	1.X.3.1.2.2.2.1.3	F				
			SUG*UUMS EI*****	SFG*UUMS EI*****	SNG*UUMS EI*****	SHG*UUMS EI*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE JAMMING	1.X.3.1.2.2.2.1.4	F				
			SUG*UUMS EJ*****	SFG*UUMS EJ*****	SNG*UUMS EJ*****	SHG*UUMS EJ*****

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TABLE D-I. Warrior icon set-ground.


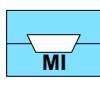



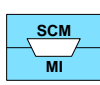














DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE THEATER	1.X.3.1.2.2.2.1.5	F				
			SUG*UUET- _*****	SFG*UUET-- *****	SNG*UUET- _*****	SHG*UUET- _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE CORPS	1.X.3.1.2.2.2.1.6	F				
			SUG*USEC-- *****	SFG*USEC-- *****	SNG*USEC-- *****	SHG*USEC-- *****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE COUNTER INTELLIGENCE	1.X.3.1.2.2.3	F				
			SUG*UUM C_*****	SFG*UUMC- _*****	SNG*UUM C_*****	SHG*UUM C_*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE	1.X.3.1.2.2.4	F				
			SUG*UUM R_*****	SFG*UUMR- _*****	SNG*UUM R_*****	SHG*UUM R_*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE GROUND SURVEILLANCE RADAR	1.X.3.1.2.2.4.1	F				
			SUG*UUMR G_*****	SFG*UUMR G_*****	SNG*UUMR G_*****	SGG*UUMR G_*****

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TABLE D-I. Warrior icon set-ground.










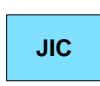










DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR	1.X.3.1.2.2.4.2	F				
			SUG*UUMR S-*****	SFG*UUMR S-*****	SNG*UUMR S-*****	SHG*UUMR S-*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR SCM	1.X.3.1.2.2.4.2.1					
			SUG*UUMR SS*****	SFG*UUMR SS*****	SNG*UUMR SS*****	SHG*UUMR SS*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE GROUND STATION MODULE	1.X.3.1.2.2.4.3	F				
			SUG*UUMR X-*****	SFG*UUMR X-*****	SNG*UUMR X-*****	SHG*UUMR X-*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE METEOROLOGICAL	1.X.3.1.2.2.4.4	F				
			SUG*UUMM O-*****	SFG*UUMM O-*****	SNG*UUMM O-*****	SHG*UUMM O-*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE OPERATIONS	1.X.3.1.2.2.5	F				
			SUG*UUM O-*****	SFG*UUMO- _*****	SNG*UUM O-*****	SHG*UUM O-*****

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TABLE D-I. Warrior icon set-ground.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE TACTICAL EXPLOIT	1.X.3.1.2.2.6	F				
			SUG*UUM T--*****	SFG*UUMT- _*****	SNG*UUM T--*****	SHG*UUM T--*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE INTERROGATION	1.X.3.1.2.2.7	F				
			SUG*UUM Q--*****	SFG*UUMQ- _*****	SNG*UUM Q--*****	SHG*UUM Q--*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE JOINT INTEL CENTER	1.X.3.1.2.2.8	F				
			SUG*UUMJ- _*****	SFG*UUMJ-- *****	SNG*UUMJ- _*****	SHG*UUMJ- _*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT	1.X.3.1.2.3	F				
			SUG*UUL--- *****	SFG*UUL--- *****	SNG*UUL--- *****	SHG*UUL--- *****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT SHORE PATROL	1.X.3.1.2.3.1	F				
			SUG*UULS- _*****	SFG*UULS-- *****	SNG*UULS- _*****	SHG*UULS- _*****

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TABLE D-I. Warrior icon set-ground.


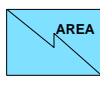



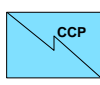



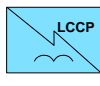



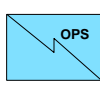






DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT MILITARY POLICE	1.X.3.1.2.3.2	F				
			SUG*UUL M-*****	SFG*UULM- _*****	SNG*UUL M-*****	SHG*UUL M-*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT CIVILIAN LAW ENFORCEMENT	1.X.3.1.2.3.3	F				
			SUG*UULC- _*****	SFG*UULC-- _*****	SNG*UULC- _*****	SHG*UULC- _*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT SECURITY POLICE (AIR)	1.X.3.1.2.3.4	F				
			SUG*UULF- _*****	SFG*UULF-- _*****	SNG*UULF- _*****	SHG*UULF- _*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT CID	1.X.3.1.2.3.5	F				
			SUG*UULD- _*****	SFG*UULD- _*****	SNG*UULD- _*****	SHG*UULD- _*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT	1.X.3.1.2.4	F				
			SUG*UUS--- *****	SFG*UUS--- *****	SNG*UUS--- *****	SHG*UUS--- *****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.






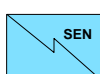














DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT AREA	1.X.3.1.2.4.1	F				
			SUG*UUSA- _*****	SFG*UUSA-- *****	SNG*UUSA- _*****	SHG*UUSA- _*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMUNICATION CONFIGURED PACKAGE	1.X.3.1.2.4.2	F				
			SUG*UUSC- _*****	SFG*UUSC-- *****	SNG*UUSC- _*****	SHG*UUSC- _*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMUNICATION CONFIGURED PACKAGE LCCP	1.X.3.1.2.4.2.1	F				
			SUG*UUSC L_*****	SFG*UUSC L_*****	SNG*UUSC L_*****	SHG*UUSC L_*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMAND OPERATIONS	1.X.3.1.2.4.3	F				
			SUG*UUSO- _*****	SFG*UUSO-- *****	SNG*UUSO- _*****	SHG*UUSO- _*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT FORWARD COMMUNICATIONS	1.X.3.1.2.4.4	F				
			SUG*UUSF-- *****	SFG*UUSF-- *****	SNG*UUSF-- *****	SHG*UUSF-- *****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


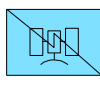



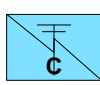



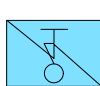







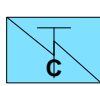


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT	1.X.3.1.2.4.5	F				
			SUG*UUSM- _*****	SFG*UUSM- _*****	SNG*UUSM- _*****	SHG*UUSM- _*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT SMALL EXTENSION NODE	1.X.3.1.2.4.5.1	F				
			SUG*UUSM S_*****	SFG*UUSM S_*****	SNG*UUSM S_*****	SHG*UUSM S_*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT LARGE EXTENSION NODE	1.X.3.1.2.4.5.2	F				
			SUG*UUSM L_*****	SFG*UUSM L_*****	SNG*UUSM L_*****	SHG*UUSM L_*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT NODE CENTER	1.X.3.1.2.4.5.3	F				
			SUG*UUSM N_*****	SFG*UUSM N_*****	SNG*UUSM N_*****	SHG*UUSM N_*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT	1.X.3.1.2.4.6	F				
			SUG*UUSR- _*****	SFG*UUSR-- *****	SNG*UUSR- _*****	SHG*UUSR- _*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.










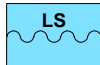










DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT TACTICAL SATELLITE	1.X.3.1.2.4.6.1	F				
			SUG*UUSR S_*****	SFG*UUSR S_*****	SNG*UUSR S_*****	SHG*UUSR S_*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT TELETYPE CENTER	1.X.3.1.2.4.6.2	F				
			SUG*UUSR T_*****	SFG*UUSR T_*****	SNG*UUSR T_*****	SHG*UUSR T_*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT RELAY	1.X.3.1.2.4.6.3	F				
			SUG*UUSR W_*****	SFG*UUSR W_*****	SNG*UUSR W_*****	SHG*UUSR W_*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT SIGNAL SUPPORT	1.X.3.1.2.4.7	F				
			SUG*UUS-- *****	SFG*UUS-- *****	SNG*UUS-- *****	SHG*UUS-- *****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT TELEPHONE SWITCH	1.X.3.1.2.4.8	F				
			SUG*UUS W_*****	SFG*UUSW- _*****	SNG*UUS W_*****	SHG*UUS W_*****

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TABLE D-I. Warrior icon set-ground.






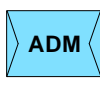











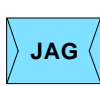


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT ELECTRONIC RANGING	1.X.3.1.2.4.9	F				
			SUG*UUSX- *****	SFG*UUSX-- *****	SNG*UUSX- *****	SHG*UUSX- *****
GROUND TRACK UNIT COMBAT SUPPORT INFO WARFARE UNIT	1.X.3.1.2.5	F				
			SUG*UUI--- *****	SFG*UUI--- *****	SNG*UUI--- *****	SHG*UUI--- *****
GROUND TRACK UNIT COMBAT SUPPORT LANDING SUPPORT	1.X.3.1.2.6	F				
			SUG*UUL--- *****	SFG*UUL--- *****	SNG*UUL--- *****	SHG*UUL--- *****
GROUND TRACK UNIT COMBAT SUPPORT EXPLOSIVE ORDNANCE DISPOSAL	1.X.3.1.2.7	F				
			SUG*UUE--- *****	SFG*UUE--- *****	SNG*UUE--- *****	SHG*UUE--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT	1.X.3.1.3	F				
			SUG*US---- *****	SFG*US---- *****	SNG*US---- *****	SHG*US---- *****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


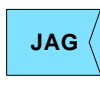



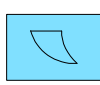



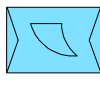



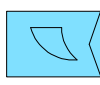



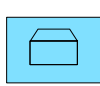


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE	1.X.3.1.3.1	F				
			SUG*USA--- *****	SFG*USA--- *****	SNG*USA--- *****	SHG*USA--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE THEATER	1.X.3.1.3.1.1	F				
			SUG*USAT- _*****	SFG*USAT-- *****	SNG*USAT- _*****	SHG*USAT- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE CORPS	1.X.3.1.3.1.2	F				
			SUG*USAC- _*****	SFG*USAC-- *****	SNG*USAC- _*****	SHG*USAC- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE JAG	1.X.3.1.3.1.3	F				
			SUG*USAJ-- *****	SFG*USAJ-- *****	SNG*USAJ-- *****	SHG*USAJ-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE JAG THEATER	1.X.3.1.3.1.3.1	F				
			SUG*USAJ T_*****	SFG*USAJT- *****	SNG*USAJ T_*****	SHG*USAJ T_*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


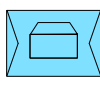



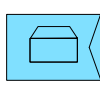



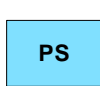



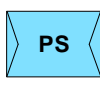



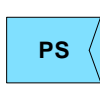


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE JAG CORPS	1.X.3.1.3.1.3.2	F				
			SUG*USAJ C_*****	SFG*USAJC- *****	SNG*USAJ C_*****	SHG*USAJ C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE POSTAL	1.X.3.1.3.1.4	F				
			SUG*USAO- _*****	SFG*USAO-- *****	SNG*USAO- _*****	SHG*USAO- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE POSTAL THEATER	1.X.3.1.3.1.4.1	F				
			SUG*USAO T_*****	SFG*USAO T_*****	SNG*USAO T_*****	SHG*USAO T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE POSTAL CORPS	1.X.3.1.3.1.4.2	F				
			SUG*USAO C_*****	SFG*USAO C_*****	SNG*USAO C_*****	SHG*USAO C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE FINANCE	1.X.3.1.3.1.5	F				
			SUG*USAF-- *****	SFG*USAF-- *****	SNG*USAF-- *****	SHG*USAF-- *****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


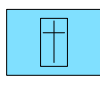



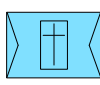



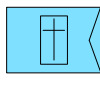







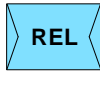


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE FINANCE THEATER	1.X.3.1.3.1.5.1	F				
			SUG*USAF T_*****	SFG*USAF T_*****	SNG*USAF T_*****	SHG*USAF T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE FINANCE CORPS	1.X.3.1.3.1.5.2	F				
			SUG*USAF C_*****	SFG*USAF C_*****	SNG*USAF C_*****	SHG*USAF C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PERSONNEL SERVICES	1.X.3.1.3.1.6	F				
			SUG*USAS-- *****	SFG*USAS-- *****	SNG*USAS-- *****	SHG*USAS-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PERSONNEL SERVICES THEATER	1.X.3.1.3.1.6.1	F				
			SUG*USAS T_*****	SFG*USAS T_*****	SNG*USAS T_*****	SHG*USAS T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PERSONNEL SERVICES CORPS	1.X.3.1.3.1.6.2	F				
			SUG*USAS C_*****	SFG*USAS C_*****	SNG*USAS C_*****	SHG*USAS C_*****

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TABLE D-I. Warrior icon set-ground.






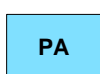



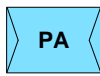



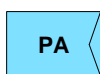






DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORTUARY/GRAVES REG.	1.X.3.1.3.1.7	F				
			SUG*USAM- _*****	SUG*USAM- _*****	SNG*USAM- _*****	SHG*USAM- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORTUARY/GRAVES REGISTRY THEATER	1.X.3.1.3.1.7.1	F				
			SUG*USAM T_*****	SFG*USAM T_*****	SNG*USAM T_*****	SHG*USAM T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORTUARY/GRAVES REGISTRY CORPS	1.X.3.1.3.1.7.2	F				
			SUG*USAM C_*****	SFG*USAM C_*****	SNG*USAM C_*****	SHG*USAM C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE RELIGIOUS/CHAPLAIN	1.X.3.1.3.1.8	F				
			SUG*USAR- _*****	SFG*USAR-- *****	SNG*USAR- _*****	SHG*USAR- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE RELIGIOUS/CHAPLAIN THEATER	1.X.3.1.3.1.8.1	F				
			SUG*ART- *****	SFG*ART- *****	SNG*ART- *****	SHG*ART- *****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


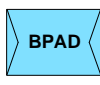



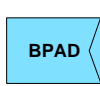







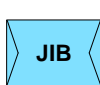


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE RELIGIOUS/CHAPLAIN CORPS	1.X.3.1.3.1.8.2	F				
			SUG*USAR C_*****	SFG*USAR C_*****	SNG*USAR C_*****	SHG*USAR C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS	1.X.3.1.3.1.9	F				
			SUG*USAP-- *****	SFG*USAP-- *****	SNG*USAP-- *****	SHG*USAP-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS THEATER	1.X.3.1.3.1.9.1	F				
			SUG*USAP T_*****	SFG*USAP T_*****	SNG*USAP T_*****	SHG*USAP T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS CORPS	1.X.3.1.3.1.9.2	F				
			SUG*USAP C_*****	SFG*USAP C_*****	SNG*USAP C_*****	SHG*USAP C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST	1.X.3.1.3.1.9.3	F				
			SUG*USAP B_*****	SFG*USAP B_*****	SNG*USAP B_*****	SHG*USAP B_*****

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white opaque filled icon

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TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST THEATER	1.X.3.1.3.1.9.3.1	F				
			SUG*USAPB T*****	SFG*USAPB T*****	SNG*USAPB T*****	SHG*USAPB T*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST CORPS	1.X.3.1.3.1.9.3.2	F				
			SUG*USAPB C*****	SFG*USAPB C*****	SNG*USAPB C*****	SHG*USAPB C*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU	1.X.3.1.3.1.9.4	F				
			SUG*USAP M-*****	SFG*USAP M-*****	SNG*USAP M-*****	SHG*USAP M-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU THEATER	1.X.3.1.3.1.9.4.1	F				
			SUG*USAP MT*****	SFG*USAP MT*****	SNG*USAP MT*****	SHG*USAP MT*****

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white opaque filled icon

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TABLE D-I. Warrior icon set-ground.


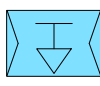



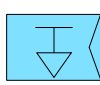







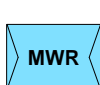






DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU CORPS	1.X.3.1.3.1.9.4.2	F				
			SUG*USAP MC*****	SFG*USAPM C*****	SNG*USAP MC*****	SHG*USAP MC*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT	1.X.3.1.3.1.10	F				
			SUG*USAX- _*****	SFG*USAX-- *****	SNG*USAX- _*****	SHG*USAX- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT THEATER	1.X.3.1.3.1.10.1	F				
			SUG*USAX T*****	SFG*USAX T*****	SNG*USAX T*****	SHG*USAX T*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT CORPS	1.X.3.1.3.1.10.2	F				
			SUG*USAX C*****	SFG*USAX C*****	SNG*USAX C*****	SHG*USAX C*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOR	1.X.3.1.3.1.11	F				
			SUG*USAL- _*****	SFG*USAL-- *****	SNG*USAL- _*****	SHG*USAL- _*****

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white opaque filled icon.

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TABLE D-I. Warrior icon set-ground.


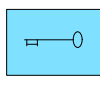



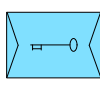



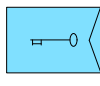



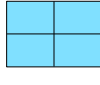



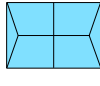


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOR THEATER	1.X.3.1.3.1.11.1	F				
			SUG*USAL T_*****	SFG*USAL T_*****	SNG*USAL T_*****	SHG*USAL T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOR CORPS	1.X.3.1.3.1.11.2	F				
			SUG*USAL C_*****	SFG*USAL C_*****	SNG*USAL C_*****	SHG*USAL C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORAL, WELFARE, RECREATION	1.X.3.1.3.1.12	F				
			SUG*USA W_*****	SFG*USAW- _*****	SNG*USA W_*****	SHG*USA W_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORAL, WELFARE, RECREATION THEATER	1.X.3.1.3.1.12.1	F				
			SUG*USAW T_*****	SFG*USAW T_*****	SNG*USAW T_*****	SHG*USAW T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORAL, WELFARE, RECREATION CORPS	1.X.3.1.3.1.12.2	F				
			SUG*USAW C_*****	SFG*USAW C_*****	SNG*USAW C_*****	SHG*USAW C_*****

Note: White filled icon represents
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TABLE D-I. Warrior icon set-ground.


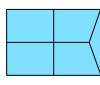



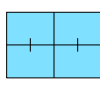



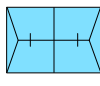



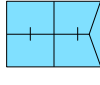






DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE QUARTERMASTER (SUPPLY)	1.X.3.1.3.1.13	F				
			SUG*USAQ- _*****	SFG*USAQ-- *****	SNG*USAQ- _*****	SHG*USAQ- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE QUARTERMASTER (SUPPLY) THEATER	1.X.3.1.3.1.13.1	F				
			SUG*USAQ T_*****	SFG*USAQ T_*****	SNG*USAQ T_*****	SHG*USAQ T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE QUARTERMASTER (SUPPLY) CORPS	1.X.3.1.3.1.13.2	F				
			SUG*USAQ C_*****	SFG*USAQ C_*****	SNG*USAQ C_*****	SHG*USAQ C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL	1.X.3.1.3.2	F				
			SUG*USM--- *****	SFG*USM--- *****	SNG*USM--- *****	SHG*USM--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL THEATER	1.X.3.1.3.2.1	F				
			SUG*USMT- _*****	SFG*USMT- _*****	SNG*USMT- _*****	SHG*USMT- _*****

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TABLE D-I. Warrior icon set-ground.


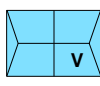



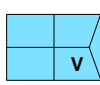



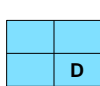



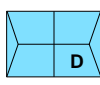



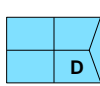


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL CORPS	1.X.3.1.3.2.2	F				
			SUG*USMC- _*****	SFG*USMC- _*****	SNG*USMC C_*****	SHG*USMC- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY	1.X.3.1.3.2.3	F				
			SUG*USM M_*****	SFG*USMM- _*****	SNG*USM M_*****	SHG*USM M_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY THEATER	1.X.3.1.3.2.3.1	F				
			SUG*USMM T_*****	SFG*USMM T_*****	SNG*USMM T_*****	SHG*USMM T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY CORPS	1.X.3.1.3.2.3.2	F				
			SUG*USMM C_*****	SFG*USMM C_*****	SNG*USMM C_*****	SHG*USMM C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY	1.X.3.1.3.2.4	F				
			SUG*USMV- _*****	SFG*USMV- _*****	SNG*USMV- _*****	SHG*USMV- _*****

Note: White filled icon represents
white opaque filled icon

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TABLE D-I. Warrior icon set-ground.


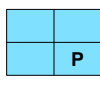



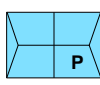



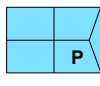







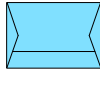


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY THEATER	1.X.3.1.3.2.4.1	F				
			SUG*USMV T_*****	SFG*USMV T_*****	SNG*USMV T_*****	SHG*USMV T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY CORPS	1.X.3.1.3.2.4.2	F				
			SUG*USMV C_*****	SFG*USMV C_*****	SNG*USMV C_*****	SHG*USMV C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL	1.X.3.1.3.2.5	F				
			SUG*USMD- _*****	SFG*USMD- _*****	SNG*USMD- _*****	SHG*USMD- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL THEATER	1.X.3.1.3.2.5.1	F				
			SUG*USMD T_*****	SFG*USMD T_*****	SNG*USMD T_*****	SHG*USMD T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL CORPS	1.X.3.1.3.2.5.2	F				
			SUG*USMD C_*****	SFG*USMD C_*****	SNG*USMD C_*****	SHG*USMD C_*****

Note: White filled icon represents
white opaque filled icon

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TABLE D-I. Warrior icon set-ground.


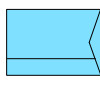



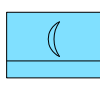



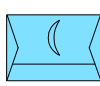



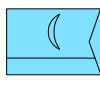



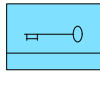


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL	1.X.3.1.3.2.6	F				
			SUG*USMP- _*****	SFG*USMP-- *****	SNG*USMP- _*****	SHG*USMP- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL THEATER	1.X.3.1.3.2.6.1	F				
			SUG*USMP T_*****	SFG*USMP T_*****	SNG*USMP T_*****	SHG*USMP T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL CORPS	1.X.3.1.3.2.6.2	F				
			SUG*USMP C_*****	SFG*USMP C_*****	SNG*USMP C_*****	SHG*USMP C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY	1.X.3.1.3.3	F				
			SUG*USS--- *****	SFG*USS--- *****	SNG*USS--- *****	SHG*USS--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY THEATER	1.X.3.1.3.3.1	F				
			SUG*USST-- *****	SFG*USST-- *****	SNG*USST-- *****	SHG*USST-- *****

Note: White filled icon represents
white opaque filled icon

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TABLE D-I. Warrior icon set-ground.


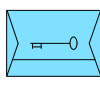



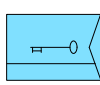



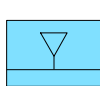



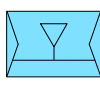



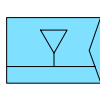


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CORPS	1.X.3.1.3.3.2	F				
			SUG*USSC-- *****	SFG*USSC-- *****	SNG*USSC-- *****	SHG*USSC-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I	1.X.3.1.3.3.3	F				
			SUG*USS1-- *****	SFG*USS1-- *****	SNG*USS1-- *****	SHG*USS1-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I THEATER	1.X.3.1.3.3.3.1	F				
			SUG*USS1 T_*****	SFG*USS1T- *****	SNG*USS1 T_*****	SHG*USS1 T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I CORPS	1.X.3.1.3.3.3.2	F				
			SUG*USS1 C_*****	SFG*USS1C- *****	SNG*USS1 C_*****	SHG*USS1 C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II	1.X.3.1.3.3.4	F				
			SUG*USS2-- *****	SFG*USS2-- *****	SNG*USS2-- *****	SHG*USS2-- *****

Note: White filled icon represents
white opaque filled icon

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TABLE D-I. Warrior icon set-ground.


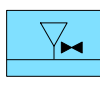



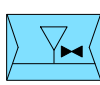



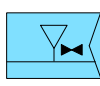



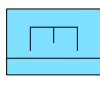



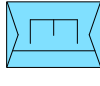


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II THEATER	1.X.3.1.3.3.4.1	F				
			SUG*USS2 T-*****	SFG*USS2T- *****	SNG*USS2 T-*****	SHG*USS2 T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II CORPS	1.X.3.1.3.3.4.2	F				
			SUG*USS2 C-*****	SFG*USS2C- *****	SNG*USS2 C-*****	SHG*USS2 C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III	1.X.3.1.3.3.5	F				
			SUG*USS3-- *****	SFG*USS3-- *****	SNG*USS3-- *****	SHG*USS3-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III THEATER	1.X.3.1.3.3.5.1	F				
			SUG*USS3 T-*****	SFG*USS3T- *****	SNG*USS3 T-*****	SHG*USS3 T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III CORPS	1.X.3.1.3.3.5.2	F				
			SUG*USS3 C-*****	SFG*USS3C- *****	SNG*USS3 C-*****	SHG*USS3 C-*****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


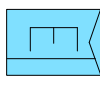



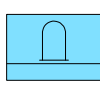



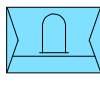



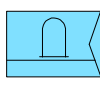



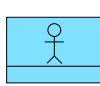


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION	1.X.3.1.3.3.5.3	F				
			SUG*USS3 A-*****	SFG*USS3A- *****	SNG*USS3 A-*****	SHG*USS3 A-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION THEATER	1.X.3.1.3.3.5.3.1	F				
			SUG*USS3A T*****	SFG*USS3A T*****	SNG*USS3A T*****	SHG*USS3A T*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION CORPS	1.X.3.1.3.3.5.3.2	F				
			SUG*USS3A C*****	SFG*USS3A C*****	SNG*USS3A C*****	SHG*USS3A C*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV	1.X.3.1.3.3.6	F				
			SUG*USS4-- *****	SFG*USS4-- *****	SNG*USS4-- *****	SHG*USS4-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV THEATER	1.X.3.1.3.3.6.1	F				
			SUG*USS4 T*****	SFG*USS4T- *****	SNG*USS4 T*****	SHG*USS4 T*****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


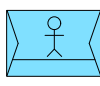



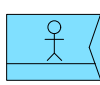



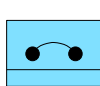



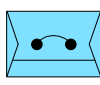



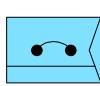


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV CORPS	1.X.3.1.3.3.6.2	F				
			SUG*USS4 C_*****	SFG*USS4C- *****	SNG*USS4 C_*****	SHG*USS4 C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V	1.X.3.1.3.3.7	F				
			SUG*USS5-- *****	SFG*USS5-- *****	SNG*USS5-- *****	SHG*USS5-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V THEATER	1.X.3.1.3.3.7.1	F				
			SUG*USS5 T_*****	SFG*USS5T- *****	SNG*USS5 T_*****	SHG*USS5 T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V CORPS	1.X.3.1.3.3.7.2	F				
			SUG*USS5 C_*****	SFG*USS5C- *****	SNG*USS5 C_*****	SHG*USS5 C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI	1.X.3.1.3.3.8	F				
			SUG*USS6-- *****	SFG*USS6-- *****	SNG*USS6-- *****	SHG*USS6-- *****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


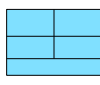



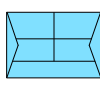



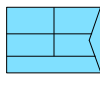



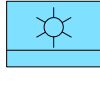



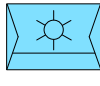


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI THEATER	1.X.3.1.3.3.8.1	F				
			SUG*USS6 T-*****	SFG*USS6T- *****	SNG*USS6 T-*****	SHG*USS6 T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI CORPS	1.X.3.1.3.3.8.2	F				
			SUG*USS6 C-*****	SFG*USS6C- *****	SNG*USS6 C-*****	SHG*USS6 C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII	1.X.3.1.3.3.9	F				
			SUG*USS7-- *****	SFG*USS7-- *****	SNG*USS7-- *****	SHG*USS7-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII THEATER	1.X.3.1.3.3.9.1	F				
			SUG*USS7 T-*****	SFG*USS7T- *****	SNG*USS7 T-*****	SHG*USS7 T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII CORPS	1.X.3.1.3.3.9.2	F				
			SUG*USS7 C-*****	SFG*USS7C- *****	SNG*USS7 C-*****	SHG*USS7 C-*****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


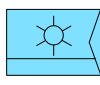



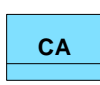



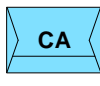



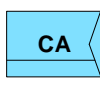



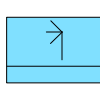


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII	1.X.3.1.3.3.10	F				
			SUG*USS8-- *****	SFG*USS8-- *****	SNG*USS8-- *****	SHG*USS8-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII THEATER	1.X.3.1.3.3.10.1	F				
			SUG*USS8 T_*****	SFG*USS8T- *****	SNG*USS8 T_*****	SHG*USS8 T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII CORPS	1.X.3.1.3.3.10.2	F				
			SUG*USS8 C_*****	SFG*USS8C- *****	SNG*USS8 C_*****	SHG*USS8 C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IX	1.X.3.1.3.3.11	F				
			SUG*USS9-- *****	SFG*USS9-- *****	SNG*USS9-- *****	SHG*USS9-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IX THEATER	1.X.3.1.3.3.11.1	F				
			SUG*USS9 T_*****	SFG*USS9T- *****	SNG*USS9 T_*****	SHG*USS9 T_*****

Note: White filled icon represents
white opaque filled icon

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


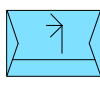



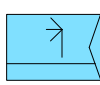



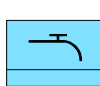



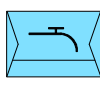



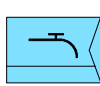


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IX CORPS	1.X.3.1.3.3.11.2	F				
			SUG*USS9 C_*****	SFG*USS9C- *****	SNG*USS9 C_*****	SHG*USS9 C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X	1.X.3.1.3.3.12	F				
			SUG*USSX-- *****	SFG*USSX-- *****	SNG*USSX-- *****	SHG*USSX-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X THEATER	1.X.3.1.3.3.12.1	F				
			SUG*USSX T_*****	SFG*USSX T_*****	SNG*USSX T_*****	SHG*USSX T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X CORPS	1.X.3.1.3.3.12.2	F				
			SUG*USSX C_*****	SFG*USSX C_*****	SNG*USSX C_*****	SHG*USSX C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH	1.X.3.1.3.3.13	F				
			SUG*USSL-- *****	SFG*USSL-- *****	SNG*USSL-- *****	SHG*USSL-- *****

Note: White filled icon represents
white opaque filled icon

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TABLE D-I. Warrior icon set-ground.


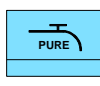



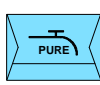



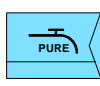



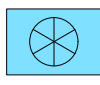



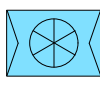


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH THEATER	1.X.3.1.3.3.13.1	F				
			SUG*USSL T-*****	SFG*USSLT- *****	SNG*USSL T-*****	SHG*USSL T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH CORPS	1.X.3.1.3.3.13.2	F				
			SUG*USSL C-*****	SFG*USSL C-*****	SNG*USSL C-*****	SHG*USSL C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER	1.X.3.1.3.3.14	F				
			SUG*USSW- _*****	SFG*USSW- _*****	SNG*USSW- _*****	SHG*USSW- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER THEATER	1.X.3.1.3.3.14.1	F				
			SUG*USSW T-*****	SFG*USSW T-*****	SNG*USSW T-*****	SHG*USSW T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER CORPS	1.X.3.1.3.3.14.2	F				
			SUG*USSW C-*****	SFG*USSW C-*****	SNG*USSW C-*****	SUG*USSW C-*****

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TABLE D-I. Warrior icon set-ground.


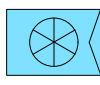



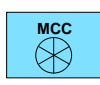



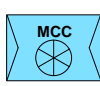



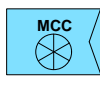



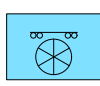


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION	1.X.3.1.3.3.14.3	F				
			SUG*USSW P*****	SFG*USSW P*****	SNG*USSW P*****	SHG*USSW P*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION THEATER	1.X.3.1.3.3.14.3.1	F				
			SUG*USSW PT*****	SFG*USSWP T*****	SNG*USSW PT*****	SHG*USSW PT*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION CORPS	1.X.3.1.3.3.14.3.2	F				
			SUG*USSW PC*****	SFG*USSWP C*****	SNG*USSW PC*****	SHG*USSW PC*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION	1.X.3.1.3.4	F				
			SUG*UST-- *****	SFG*UST-- *****	SNG*UST-- *****	SHG*UST-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION THEATER	1.X.3.1.3.4.1	F				
			SUG*USTT-- *****	SFG*USTT-- *****	SNG*USTT-- *****	SHG*USTT-- *****

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TABLE D-I. Warrior icon set-ground.


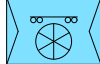



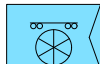














DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION CORPS	1.X.3.1.3.4.2	F				
			SUG*USTC-- *****	SFG*USTC-- *****	SNG*USTC-- *****	SHG*USTC-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER	1.X.3.1.3.4.3	F				
			SUG*USTM- _*****	SFG*USTM- _*****	SNG*USTM- _*****	SHG*USTM- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER THEATER	1.X.3.1.3.4.3.1	F				
			SUG*USTM T_*****	SFG*USTM T_*****	SNG*USTM T_*****	SHG*USTM T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER CORPS	1.X.3.1.3.4.3.2	F				
			SUG*USTM C_*****	SFG*USTM C_*****	SNG*USTM C_*****	SHG*USTM C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD	1.X.3.1.3.4.4	F				
			SUG*USTR-- *****	SFG*USTR-- *****	SNG*USTR-- *****	SHG*USTR-- *****

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TABLE D-I. Warrior icon set-ground.


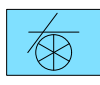



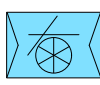



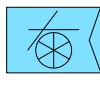



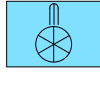



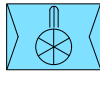


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD THEATER	1.X.3.1.3.4.4.1	F				
			SUG*USTR T_*****	SFG*USTR T_*****	SNG*USTR T_*****	SHG*USTR T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD CORPS	1.X.3.1.3.4.4.2	F				
			SUG*USTR C_*****	SFG*USTR C_*****	SNG*USTR C_*****	SHG*USTR C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE	1.X.3.1.3.4.5	F				
			SUG*USTS-- *****	SFG*USTS-- *****	SNG*USTS-- *****	SHG*USTS-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE THEATER	1.X.3.1.3.4.5.1	F				
			SUG*USTS T_*****	SFG*USTST- *****	SNG*USTS T_*****	SHG*USTS T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE CORPS	1.X.3.1.3.4.5.2	F				
			SUG*USTS C_*****	SFG*USTS C_*****	SNG*USTS C_*****	SHG*USTS C_*****

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TABLE D-I. Warrior icon set-ground.


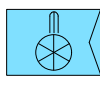



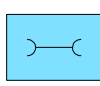



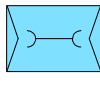



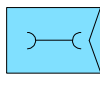



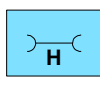


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE	1.X.3.1.3.4.6	F				
			SUG*USTA- _*****	SFG*USTA-- *****	SNG*USTA- _*****	SHG*USTA- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE THEATER	1.X.3.1.3.4.6.1	F				
			SUG*USTA T_*****	SFG*USTA T_*****	SNG*USTA T_*****	SHG*USTA T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE CORPS	1.X.3.1.3.4.6.2	F				
			SUG*USTA C_*****	SFG*USTA C_*****	SNG*USTA C_*****	SHG*USTA C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MISSILE	1.X.3.1.3.4.7	F				
			SUG*USTI-- *****	SFG*USTI-- *****	SNG*USTI-- *****	SHG*USTI-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MISSILE THEATER	1.X.3.1.3.4.7.1	F				
			SUG*USTIT- *****	SFG*USTIT- *****	SNG*USTIT- *****	SHG*USTIT- *****

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TABLE D-I. Warrior icon set-ground.


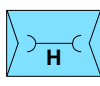



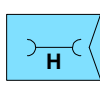



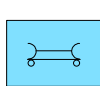



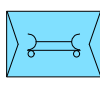



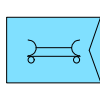


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MISSILE CORPS	1.X.3.1.3.4.7.2	F				
			SUG*USTIC- *****	SFG*USTIC- *****	SNG*USTIC- *****	SHG*USTIC- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE	1.X.3.1.3.5	F				
			SUG*USX--- *****	SFG*USX--- *****	SNG*USX--- *****	SHG*USX--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE THEATER	1.X.3.1.3.5.1	F				
			SUG*USXT- _*****	SFG*USXT-- *****	SNG*USXT- _*****	SHG*USXT- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE CORPS	1.X.3.1.3.5.2	F				
			SUG*USXC- _*****	SFG*USXC-- *****	SNG*USXC- _*****	SHG*USXC- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY	1.X.3.1.3.5.3	F				
			SUG*USXH- _*****	SFG*USXH-- *****	SNG*USXH- _*****	SHG*USXH- _*****

Note: White filled icon represents
white opaque filled icon

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TABLE D-I. Warrior icon set-ground.














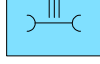






DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY THEATER	1.X.3.1.3.5.3.1	F				
			SUG*USXH T_*****	SFG*USXH T_*****	SNG*USXH T_*****	SHG*USXH T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY CORPS	1.X.3.1.3.5.3.2	F				
			SUG*USXH C_*****	SFG*USXH C_*****	SNG*USXH C_*****	SHG*USXH C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY	1.X.3.1.3.5.4	F				
			SUG*USXR- _*****	SFG*USXR-- *****	SNG*USXR- _*****	SHG*USXR- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY THEATER	1.X.3.1.3.5.4.1	F				
			SUG*USXR T_*****	SFG*USXR T_*****	SNG*USXR T_*****	SHG*USXR T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY CORPS	1.X.3.1.3.5.4.2	F				
			SUG*USXR C_*****	SFG*USXR C_*****	SNG*USXR C_*****	SHG*USXR C_*****

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white opaque filled icon

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TABLE D-I. Warrior icon set-ground.


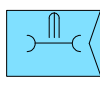



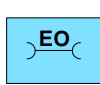



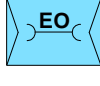



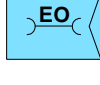






DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE	1.X.3.1.3.5.5	F				
			SUG*USXO- _*****	SFG*USXO-- *****	SNG*USXO- _*****	SHG*USXO- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE THEATER	1.X.3.1.3.5.5.1	F				
			SUG*USXO T_*****	SFG*USXO T_*****	SNG*USXO T_*****	SHG*USXO T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE CORPS	1.X.3.1.3.5.5.2	F				
			SUG*USXO C_*****	SFG*USXO C_*****	SNG*USXO C_*****	SHG*USXO C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE	1.X.3.1.3.5.5.3	F				
			SUG*USXO M_*****	SFG*USXO M_*****	SNG*USXO M_*****	SHG*USXO M_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE THEATER	1.X.3.1.3.5.5.3.1	F				
			SUG*USXO MT*****	SFG*USXO MT*****	SNG*USXO MT*****	SHG*USXO MT*****

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TABLE D-I. Warrior icon set-ground.




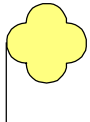
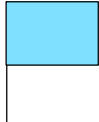
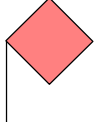
DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE CORPS	1.X.3.1.3.5.5.3.2	F				
			SUG*USXO MC*****	SFG*USXO MC*****	SNG*USXO MC*****	SHG*USXO MC*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL	1.X.3.1.3.5.6	F				
			SUG*USXE- _*****	SFG*USXE-- *****	SNG*USXE- _*****	SHG*USXE- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL THEATER	1.X.3.1.3.5.6.1	F				
			SUG*USXE T_*****	SFG*USXE T_*****	SNG*USXE T_*****	SHG*USXE T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL CORPS	1.X.3.1.3.5.6.2	F				
			SUG*USXE C_*****	SFG*USXE C_*****	SNG*USXE C_*****	SHG*USXE C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ELECTRONIC WARFARE	1.X.3.1.3.6					
			SUG*USE--- *****	SFG*USE--- *****	SNG*USE--- *****	SHG*USE--- *****

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TABLE D-I. Warrior icon set-ground.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ELECTRONIC WARFARE THEATER	1.X.3.1.3.6.1					
			SUG*USET-- *****	SFG*USET-- *****	SNG*USET-- *****	SHG*USET-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ELECTRONIC WARFARE CORPS	1.X.3.1.3.6.2					
			SUG*USEC-- *****	SFG*USEC-- *****	SNG*USEC-- *****	SHG*USEC-- *****
GROUND TRACK UNIT SPECIAL C2 HEADQUARTERS COMPONENT NOTE: Refer to paragraph C.4.4.2 for construction of Special C2 Headquarters symbols.	1.X.3.1.4	F				
			SUG*UH---- *****	SFG*UH---- *****	SNG*UH---- *****	SHG*UH---- *****

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TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT	1.X.3.2	F				
			SUG*E----- *****	SFG*E----- *****	SNG*E----- *****	SHG*E----- *****
GROUND TRACK EQUIPMENT WEAPONS	1.X.3.2.1					
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS	1.X.3.2.1.1	F O				
						
			SUG*EWM-- _*****	SFG*EWM-- *****	SNG*EWM-- _*****	SHG*EWM-- _*****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE MISSILE LAUNCH	1.X.3.2.1.1.1	F O				
						
			SUG*EWM A--*****	SFG*EWM A--*****	SNG*EWM A--*****	SHG*EWM A--*****

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white opaque filled icon.

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TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE MISSILE LAUNCH THEATRE	1.X.3.2.1.1.1.1	F O				
						
			SUG*EWMA T_*****	SFG*EWMA T_*****	SNG*EWMA T_*****	SHG*EWMA T_*****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE MISSILE LAUNCH LONG RANGE AD	1.X.3.2.1.1.1.2	F O				
						
			SUG*EWMA L_*****	SFG*EWMA L_*****	SNG*EWMA L_*****	SHG*EWMA L_*****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE MISSILE LAUNCH INTERMEDIATE RANGE AD	1.X.3.2.1.1.1.3	F O				
						
			SUG*EWMA I_*****	SFG*EWMA I_*****	SNG*EWMA I_*****	SHG*EWMA I_*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE MISSILE LAUNCH SHORT RANGE AD	1.X.3.2.1.1.1.4	F O				
						
			SUG*EWMA S_*****	SFG*EWMA S_*****	SNG*EWMA S_*****	SHG*EWMA S_*****
GROUND TRACK WEAPONS EQUIPMENT MISSILE LAUNCHERS SURF-SURF	1.X.3.2.1.1.2	F O				
						
			SUG*EWM S_*****	SFG*EWMS- _*****	SNG*EWM S_*****	SHG*EWM S_*****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS SURF-SURF LONG RANGE SS	1.X.3.2.1.1.2.1	F O				
						
			SUG*EWMS L_*****	SFG*EWMS L_*****	SNG*EWMS L_*****	SHG*EWMS L_*****

NOTE: White filled icon represents
white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS SURF-SURF INTERMEDIATE RANGE SS	1.X.3.2.1.1.2.2	F O				
			SUG*EWMS I_*****	SFG*EWMS I_*****	SNG*EWMS I_*****	SHG*EWMS I_*****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS SURF-SURF SHORT RANGE SS	1.X.3.2.1.1.2.3	F O				
			SUG*EWMS S_*****	SFG*EWMS S_*****	SNG*EWMS S_*****	SHG*EWMS S_*****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS ANTITANK	1.X.3.2.1.1.3	F O				
			SUG*EWM T_*****	SFG*EWMT- _*****	SNG*EWM T_*****	SHG*EWM T_*****

NOTE: White filled icon represents
white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS ANTITANK LIGHT	1.X.3.2.1.1.3.1	F O				
						
			SUG*EWMT L-*****	SFG*EWMT L-*****	SNG*EWMT L-*****	SHG*EWMT L-*****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS ANTITANK MEDIUM	1.X.3.2.1.1.3.2	F O				
						
			SUG*EWMT M-*****	SFG*EWMT M-*****	SNG*EWMT M-*****	SHG*EWMT M-*****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS ANTITANK HEAVY	1.X.3.2.1.1.3.3	F O				
						
			SUG*EWMT H-*****	SFG*EWMT H-*****	SNG*EWMT H-*****	SHG*EWMT H-*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS SINGLE ROCKET LAUNCHER	1.X.3.2.1.2	F O				
						
			SUG*EWS--- *****	SFG*EWS--- *****	SNG*EWS--- *****	SHG*EWS--- *****
GROUND TRACK EQUIPMENT WEAPONS SINGLE ROCKET LAUNCHER LIGHT	1.X.3.2.1.2.1	F O				
						
			SUG*EWSL- _*****	SFG*EWSL-- _*****	SNG*EWSL- _*****	SHG*EWSL- _*****
GROUND TRACK EQUIPMENT WEAPONS SINGLE ROCKET LAUNCHER MEDIUM	1.X.3.2.1.2.2	F O				
						
			SUG*EWS M-*****	SFG*EWSM- _*****	SNG*EWS M-*****	SHG*EWS M-*****

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white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS SINGLE ROCKET LAUNCHER HEAVY	1.X.3.2.1.2.3	F O				
						
			SUG*EWSH- _*****	SFG*EWSH- _*****	SNG*EWSH- _*****	SHG*EWSH- _*****
GROUND TRACK EQUIPMENT WEAPONS MULTIPLE ROCKET LAUNCHER	1.X.3.2.1.3	F O				
						
			SUG*EWX-- _*****	SFG*EWX-- _*****	SNG*EWX-- _*****	SHG*EWX-- _*****
GROUND TRACK EQUIPMENT WEAPONS MULTIPLE ROCKET LAUNCHER LIGHT	1.X.3.2.1.3.1	F O				
						
			SUG*EWXL- _*****	SFG*EWXL- _*****	SNG*EWXL- _*****	SHG*EWXL- _*****

NOTE: White filled icon represents
white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MULTIPLE ROCKET LAUNCHER MEDIUM	1.X.3.2.1.3.2	F O				
						
			SUG*EWX M--*****	SFG*EWX M--*****	SNG*EWX M--*****	SHG*EWX M--*****
GROUND TRACK EQUIPMENT WEAPONS MULTIPLE ROCKET LAUNCHER HEAVY	1.X.3.2.1.3.3	F O				
						
			SUG*EWX H--*****	SFG*EWXH- _*****	SNG*EWX H--*****	SHG*EWX H--*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK ROCKET LAUNCHER	1.X.3.2.1.4	F O				
						
			SUG*EWT--- *****	SFG*EWT--- *****	SNG*EWT--- *****	SHG*EWT--- *****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS ANTITANK ROCKET LAUNCHER LIGHT	1.X.3.2.1.4.1	F O				
						
			SUG*EWTL- _*****	SFG*EWTL-- *****	SNG*EWTL- _*****	SHG*EWTL- _*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK ROCKET LAUNCHER MEDIUM	1.X.3.2.1.4.2	F O				
						
			SUG*EWT M-*****	SFG*EWTM- _*****	SNG*EWT M-*****	SHG*EWT M-*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK ROCKET LAUNCHER HEAVY	1.X.3.2.1.4.3	F O				
						
			SUG*EWTH- _*****	SFG*EWTH- _*****	SNG*EWTH- _*****	SHG*EWTH- _*****

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white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS RIFLE/AUTOMATIC WEAPON	1.X.3.2.1.5	F O				
						
			SUG*EWR--- *****	SFG*EWR--- *****	SNG*EWR--- *****	SHG*EWR--- *****
GROUND TRACK EQUIPMENT WEAPONS RIFLE/AUTOMATIC WEAPON RIFLE	1.X.3.2.1.5.1	F O				
						
			SUG*EWRR- _*****	SFG*EWRR- _*****	SNG*EWRR- _*****	SHG*EWRR- _*****
GROUND TRACK EQUIPMENT WEAPONS RIFLE/AUTOMATIC WEAPON LIGHT MACHINE GUN	1.X.3.2.1.5.2	F O				
						
			SUG*EWRL- _*****	SFG*EWRL- _*****	SNG*EWRL- _*****	SHG*EWRL- _*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS RIFLE/AUTOMATIC WEAPON HEAVY MACHINE GUN	1.X.3.2.1.5.3	F O				
						
			SUG*EWR H-*****	SFG*EWRH- _*****	SNG*EWR H-*****	SHG*EWR H-*****
GROUND TRACK EQUIPMENT WEAPONS GRENADE LAUNCHER	1.X.3.2.1.6	F O				
						
			SUG*EWZ--- *****	SFG*EWZ--- *****	SNG*EWZ--- *****	SHG*EWZ--- *****
GROUND TRACK EQUIPMENT WEAPONS GRENADE LAUNCHER LIGHT	1.X.3.2.1.6.1	F O				
						
			SUG*EWZL- _*****	SFG*EWZL-- *****	SNG*EWZL- _*****	SHG*EWZL- _*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS GRENADE LAUNCHER MEDIUM	1.X.3.2.1.6.2	F O				
						
			SUG*EWZ M-*****	SFG*EWZM- _*****	SNG*EWZ M-*****	SHG*EWZ M-*****
GROUND TRACK EQUIPMENT WEAPONS GRENADE LAUNCHER HEAVY	1.X.3.2.1.6.3	F O				
						
			SUG*EWZH- _*****	SFG*EWZH- _*****	SNG*EWZH- _*****	SHG*EWZH- _*****
GROUND TRACK EQUIPMENT WEAPONS MORTAR	1.X.3.2.1.7	F O				
						
			SUG*EWO-- _*****	SFG*EWO--- *****	SNG*EWO-- _*****	SHG*EWO-- _*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MORTAR LIGHT	1.X.3.2.1.7.1	F O				
			SUG*EWOL- _*****	SFG*EWOL- _*****	SNG*EWOL- _*****	SHG*EWOL- _*****
GROUND TRACK EQUIPMENT WEAPONS MORTAR MEDIUM	1.X.3.2.1.7.2	F O				
			SUG*EWO M-*****	SFG*EWO M-*****	SNG*EWO M-*****	SHG*EWO M-*****
GROUND TRACK EQUIPMENT WEAPONS MORTAR HEAVY	1.X.3.2.1.7.3	F O				
			SUG*EWO H-*****	SFG*EWOH- _*****	SNG*EWO H-*****	SHG*EWO H-*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS HOWITZER	1.X.3.2.1.8	F O				
			SUG*EWH-- _*****	SFG*EWH-- *****	SNG*EWH-- _*****	SHG*EWH-- _*****
GROUND TRACK EQUIPMENT WEAPONS HOWITZER LIGHT	1.X.3.2.1.8.1	F O				
			SUG*EWHL- _*****	SFG*EWHL- _*****	SNG*EWHL- _*****	SHG*EWHL- _*****
GROUND TRACK EQUIPMENT WEAPONS HOWITZER LIGHT SELF-PROPELLED	1.X.3.2.1.8.1.1	F O				
			SUG*EWHL S-*****	SFG*EWHL S-*****	SNG*EWHL S-*****	SHG*EWHL S-*****

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white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS HOWITZER MEDIUM	1.X.3.2.1.8.2	F O				
			SUG*EWH M-*****	SFG*EWH M-*****	SNG*EWH M-*****	SHG*EWH M-*****
GROUND TRACK EQUIPMENT WEAPONS HOWITZER MEDIUM SELF-PROPELLED	1.X.3.2.1.8.2.1	F O				
			SUG*EWHM S-*****	SFG*EWHM S-*****	SNG*EWHM S-*****	SHG*EWHM S-*****
GROUND TRACK EQUIPMENT WEAPONS HOWITZER HEAVY	1.X.3.2.1.8.3	F O				
			SUG*EWH H-*****	SFG*EWHH- *****	SNG*EWH H-*****	SHG*EWH H-*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS HOWITZER HEAVY SELF-PROPELLED	1.X.3.2.1.8.3.1	F O				
						
			SUG*EWHH S_*****	SFG*EWHH S_*****	SNG*EWHH S_*****	SHG*EWHH S_*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK GUN	1.X.3.2.1.9	F O				
						
			SUG*EWG-- _*****	SFG*EWG-- _*****	SNG*EWG-- _*****	SHG*EWG-- _*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK GUN RECOILESS	1.X.3.2.1.9.1	F O				
						
			SUG*EWG R_*****	SFG*EWGR- _*****	SNG*EWG R_*****	SHG*EWG R_*****

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white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS ANTITANK GUN LIGHT	1.X.3.2.1.9.2	F O				
						
			SUG*EWGL- _*****	SFG*EWGL- _*****	SNG*EWGL- _*****	SHG*EWGL- _*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK GUN MEDIUM	1.X.3.2.1.9.3	F O				
						
			SUG*EWG M-*****	SFG*EWG M-*****	SNG*EWG M-*****	SHG*EWG M-*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK GUN HEAVY	1.X.3.2.1.9.4	F O				
						
			SUG*EWG H-*****	SFG*EWGH- _*****	SNG*EWG H-*****	SHG*EWG H-*****

NOTE: White filled icon represents
white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN	1.X.3.2.1.10	F O				
						
			SUG*EWD-- _*****	SFG*EWD--- *****	SNG*EWD-- _*****	SHG*EWD-- _*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN LIGHT	1.X.3.2.1.10.1	F O				
						
			SUG*EWDL- _*****	SFG*EWDL- _*****	SNG*EWDL- _*****	SHG*EWDL- _*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN LIGHT SELF-PROPELLED	1.X.3.2.1.10.1.1	F O				
						
			SUG*EWDL S-*****	SFG*EWDL S-*****	SNG*EWDL S-*****	SHG*EWDL S-*****

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white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-ground.










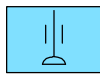







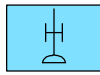






DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN MEDIUM	1.X.3.2.1.10.2	F O				
						
			SUG*EWD M--*****	SFG*EWD M--*****	SNG*EWD M--*****	SHG*EWD M--*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN MEDIUM SELF-PROPELLED	1.X.3.2.1.10.2.1	F O				
						
			SUG*EWDM S-*****	SFG*EWDM S-*****	SNG*EWDM S-*****	SHG*EWDM S-*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN HEAVY	1.X.3.2.1.10.3	F O				
						
			SUG*EWD H-*****	SFG*EWDH- _*****	SNG*EWD H-*****	SHG*EWD H-*****

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white opaque filled icon.

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TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN HEAVY SELF-PROPELLED	1.X.3.2.1.10.3.1	F O				
						
			SUG*EWDH S_*****	SFG*EWDH S_*****	SNG*EWDH S_*****	SHG*EWDH S_*****
GROUND TRACK EQUIPMENT WEAPONS AIR DEFENSE GUN	1.X.3.2.1.11	F O				
						
			SUG*EWA-- _*****	SFG*EWA-- _*****	SNG*EWA-- _*****	SHG*EWA-- _*****
GROUND TRACK EQUIPMENT WEAPONS AIR DEFENSE GUN LIGHT	1.X.3.2.1.11.1	F O				
						
			SUG*EWAL- _*****	SFG*EWAL- _*****	SNG*EWAL- _*****	SHG*EWAL- _*****

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white opaque filled icon.

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TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN MEDIUM	1.X.3.2.1.11.2	F O				
						
			SUG*EWA M--*****	SFG*EWA M--*****	SNG*EWA M--*****	SHG*EWA M--*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN HEAVY	1.X.3.2.1.11.3	F O				
						
			SUG*EWA H--*****	SFG*EWAH- _*****	SNG*EWA H--*****	SHG*EWA H--*****
GROUND TRACK EQUIPMENT GROUND VEHICLE	1.X.3.2.2	F O				
						
			SUG*EV---- *****	SFG*EV---- *****	SNG*EV---- *****	SHG*EV---- *****

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TABLE D-I. Warrior icon set-ground.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED	1.X.3.2.2.1	F O				
			SUG*EVA--- *****	SFG*EVA--- *****	SNG*EVA--- *****	SHG*EVA--- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK	1.X.3.2.2.1.1	F O				
			SUG*EVAT- _*****	SFG*EVAT-- *****	SNG*EVAT- _*****	SHG*EVAT- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK LIGHT	1.X.3.2.2.1.1.1	F O				
			SUG*EVAT L-*****	SFG*EVAT L-*****	SNG*EVAT L-*****	SHG*EVAT L-*****

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white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK LIGHT RECOVERY	1.X.3.2.2.1.1.1.1	F O				
						
			SUG*EVAT W-*****	SFG*EVAT W-*****	SNG*EVAT W-*****	SHG*EVAT W-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK MEDIUM	1.X.3.2.2.1.1.2	F O				
						
			SUG*EVAT M-*****	SFG*EVAT M-*****	SNG*EVAT M-*****	SHG*EVAT M-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK MEDIUM RECOVERY	1.X.3.2.2.1.1.2.1	F O				
						
			SUG*EVAT X-*****	SFG*EVAT X-*****	SNG*EVAT X-*****	SHG*EVAT X-*****

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white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-ground.







DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK HEAVY	1.X.3.2.2.1.1.3	F O				
						
			SUG*EVAT H-*****	SFG*EVAT H-*****	SNG*EVAT H-*****	SHG*EVAT H-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK HEAVY RECOVERY	1.X.3.2.2.1.1.3.1	F O				
						
			SUG*EVAT Y-*****	SFG*EVAT Y-*****	SNG*EVAT Y-*****	SHG*EVAT Y-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED ARMORED PERSONNEL CARRIER	1.X.3.2.2.1.2	F O				
						
			SUG*EVAA- _*****	SFG*EVAA- _*****	SNG*EVAA- _*****	SHG*EVAA- _*****

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TABLE D-I. Warrior icon set-ground.






















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED APC RECOVERY	1.X.3.2.2.1.2.1	F O				
						
			SUG*EVAA R-*****	SFG*EVAA R-*****	SNG*EVAA R-*****	SHG*EVAA R-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED ARMORED INFANTRY	1.X.3.2.2.1.3	F O				
						
			SUG*EVAI-- *****	SFG*EVAI-- *****	SNG*EVAI-- *****	SHG*EVAI-- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED C2V/ACV	1.X.3.2.2.1.4	F O				
						
			SUG*EVAC- _*****	SFG*EVAC-- *****	SNG*EVAC- _*****	SHG*EVAC- _*****

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TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED COMBAT SERVICE SUPPORT VEHICLE	1.X.3.2.2.1.5	F O				
						
			SUG*EVAS- _*****	SFG*EVAS-- *****	SNG*EVAS- _*****	SHG*EVAS- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED LIGHT ARMORED VEHICLE	1.X.3.2.2.1.6	F O				
						
			SUG*EVAL- _*****	SFG*EVAL-- *****	SNG*EVAL- _*****	SHG*EVAL- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE	1.X.3.2.2.2	F O				
						
			SUG*EVU--- *****	SFG*EVU--- *****	SNG*EVU--- *****	SHG*EVU--- *****

NOTE: White filled icon represents
white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-ground.
























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE BUS	1.X.3.2.2.2.1	F O				
			SUG*EVUB- _*****	SFG*EVUB-- *****	SNG*EVUB- _*****	SHG*EVUB- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE SEMI	1.X.3.2.2.2.2	F O				
			SUG*EVUS- _*****	SFG*EVUS-- *****	SNG*EVUS- _*****	SHG*EVUS- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE LIMITED X-COUNTRY TRUCK	1.X.3.2.2.2.3	F O				
			SUG*EVUT L-*****	SFG*EVUT L-*****	SNG*EVUT L-*****	SHG*EVUT L-*****

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white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-ground.











DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE X-COUNTRY TRUCK	1.X.3.2.2.2.4	F O				
						
			SUG*EVUT X-*****	SFG*EVUT X-*****	SNG*EVUT X-*****	SHG*EVUT X-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE WATER CRAFT	1.X.3.2.2.2.5	F O				
						
			SUG*EVUR- _*****	SFG*EVUR- _*****	SNG*EVUR- _*****	SHG*EVUR- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE	1.X.3.2.2.3	F O				
						
			SUG*EVE--- *****	SFG*EVE--- *****	SNG*EVE--- *****	SHG*EVE--- *****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE BRIDGE	1.X.3.2.2.3.1	F O				
						
			SUG*EVEB- _*****	SFG*EVEB-- *****	SNG*EVEB- _*****	SHG*EVEB- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE EARTHMOVER	1.X.3.2.2.3.2	F O				
						
			SUG*EVEE-- *****	SFG*EVEE-- *****	SNG*EVEE-- *****	SHG*EVEE-- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE CONSTRUCTION VEHICLE	1.X.3.2.2.3.3	F O				
						
			SUG*EVEC- _*****	SFG*EVEC-- *****	SNG*EVEC- _*****	SHG*EVEC- _*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE	1.X.3.2.2.3.4	F O				
						
			SUG*EVEM- _*****	SFG*EVEM- _*****	SNG*EVEM- _*****	SHG*EVEM- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE ARMORED VEHICLE MOUNTED	1.X.3.2.2.3.4.1	F O				
						
			SUG*EVEM A-*****	SFG*EVEM A-*****	SNG*EVEM A-*****	SHG*EVEM A-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE TRAILER MOUNTED	1.X.3.2.2.3.4.2	F O				
						
			SUG*EVEM T-*****	SFG*EVEM T-*****	SNG*EVEM T-*****	SHG*EVEM T-*****

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TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE ARMORED CARRIER WITH VOLCANO	1.X.3.2.2.3.4.3	F O				
						
			SUG*EVEM V_*****	SFG*EVEM V_*****	SNG*EVEM V_*****	SHG*EVEM V_*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE TRUCK MOUNTED WITH VOLCANO	1.X.3.2.2.3.4.4	F O				
						
			SUG*EVEM L_*****	SFG*EVEM L_*****	SNG*EVEM L_*****	SHG*EVEM L_*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE DOZER	1.X.3.2.2.3.5	F O				
						
			SUG*EVED- _*****	SFG*EVED-- *****	SNG*EVED- _*****	SHG*EVED- _*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE TRAIN LOCOMOTIVE	1.X.3.2.2.4	F O				
			SUG*EVST-- *****	SFG*EVST-- *****	SNG*EVST-- *****	SHG*EVST-- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE	1.X.3.2.2.5	F O				
			SUG*EVC--- *****	SFG*EVC--- *****	SNG*EVC--- *****	SHG*EVC--- *****
GROUND TRACK EQUIPMENT SENSOR	1.X.3.2.3	F O				
			SUG*ES---- *****	SFG*ES---- *****	SNG*ES---- *****	SHG*ES---- *****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.










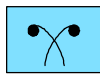














DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT SENSOR RADAR	1.X.3.2.3.1	F O				
						
			SUG*ESR--- *****	SFG*ESR--- *****	SNG*ESR--- *****	SHG*ESR--- *****
GROUND TRACK EQUIPMENT SENSOR EMPLACED	1.X.3.2.3.2	F O				
						
			SUG*ESE--- *****	SFG*ESE--- *****	SNG*ESE--- *****	SHG*ESE--- *****
GROUND TRACK EQUIPMENT SPECIAL	1.X.3.2.4					

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white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT SPECIAL LASER	1.X.3.2.4.1	F O				
						
			SUG*EXL--- *****	SFG*EXL--- *****	SNG*EXL--- *****	SHG*EXL--- *****
GROUND TRACK EQUIPMENT SPECIAL NBC EQUIPMENT	1.X.3.2.4.2	F O				
						
			SUG*EXN--- *****	SFG*EXN--- *****	SNG*EXN--- *****	SHG*EXN--- *****
GROUND TRACK EQUIPMENT SPECIAL FLAME THROWER	1.X.3.2.4.3	F O				
						
			SUG*EXF--- *****	SFG*EXF--- *****	SNG*EXF--- *****	SHG*EXF--- *****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT SPECIAL LAND MINES	1.X.3.2.4.4	F O				
						
			SUG*EXM--- *****	SFG*EXM--- *****	SNG*EXM--- *****	SHG*EXM--- *****
GROUND TRACK EQUIPMENT SPECIAL LAND MINES CLAYMORE	1.X.3.2.4.4.1	F O				
						
			SUG*EXMC- _*****	SFG*EXMC- _*****	SNG*EXMC- _*****	SHG*EXMC- _*****
GROUND TRACK EQUIPMENT SPECIAL LAND MINES LESS THAN LETHAL	1.X.3.2.4.4.2	F O				
						
			SUG*EXML- _*****	SFG*EXML- _*****	SNG*EXML- _*****	SHG*EXML- _*****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.


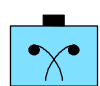



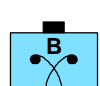



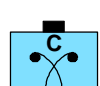



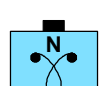


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3	F				
			SUG*I---- H****	SFG*I---- H****	SNG*I---- H****	SHG*I---- H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.1	F				
			SUG*IR--- H****	SFG*IR--- H****	SNG*IR--- H****	SHG*IR--- H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE MINE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.1.1	F				
			SUG*IRM--- H****	SFG*IRM--- H****	SNG*IRM--- H****	SHG*IRM--- H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE PETROLEUM/GAS/OIL NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.1.2	F				
			SUG*IRP--- H****	SFG*IRP--- H****	SNG*IRP--- H****	SHG*IRP--- H****

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TABLE D-I. Warrior icon set-ground.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.1.3	F				
			SUG*IRN--- H****	SFG*IRN--- H****	SNG*IRN--- H****	SHG*IRN--- H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC BIOLOGICAL NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.1.3.1	F				
			SUGIRNB-- H****	SFGIRNB-- H****	SNGIRNB-- H****	SHGIRNB-- H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC CHEMICAL NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.1.3.2	F				
			SUG*IRNC-- H****	SFG*IRNC-- H****	SNG*IRNC-- H****	SHG*IRNC-- H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC NUCLEAR NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.1.3.3	F				
			SUG*IRNN-- H****	SFG*IRNN-- H****	SNG*IRNN-- H****	SHG*IRNN-- H****

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APPENDIX D

TABLE D-I. Warrior icon set-ground.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION PROCESSING FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.2	F				
			SUG*IP--- H****	SFG*IP--- H****	SNG*IP--- H****	SHG*IP--- H****
GROUND TRACK INSTALLATION PROCESSING FACILITY DECON NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.2.1	F				
			SUG*IPD--- H****	SFG*IPD--- H****	SNG*IPD--- H****	SHG*IPD--- H****
GROUND TRACK INSTALLATION EQUIPMENT MANUFACTURE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.3	F				
			SUG*IE--- H****	SFG*IE--- H****	SNG*IE--- H****	SHG*IE--- H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4	F				
			SUG*IU--- H****	SFG*IU--- H****	SNG*IU--- H****	SHG*IU--- H****

NOTE: White filled icon represents
white opaque filled icon.

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TABLE D-I. Warrior icon set-ground.













DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY TECHNOLOGICAL RESEARCH FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4.1	F				
			SUG*IUR--- H****	SFG*IUR--- H****	SNG*IUR--- H****	SHG*IUR--- H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY TELECOMMUNICATIONS FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4.2	F				
			SUG*IUT--- H****	SFG*IUT--- H****	SNG*IUT--- H****	SHG*IUT--- H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4.3	F				
			SUG*IUE--- H****	SFG*IUE--- H****	SNG*IUE--- H****	SUG*IUE--- H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY PUBLIC WATER SERVICES NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4.4	F				
			SUG*IUP--- H****	SFG*IUP--- H****	SNG*IUP--- H****	SHG*IUP--- H****

NOTE: White filled icon represents
white opaque filled icon.

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TABLE D-I. Warrior icon set-ground.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MILITARY MATERIAL FACILITY	1.X.3.3.5					
GROUND TRACK INSTALLATION MILITARY MATERIAL FACILITY ATOMIC ENERGY REACTOR NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.1	F				
			SUG*IMF--- H****	SFG*IMF--- H****	SNG*IMF--- H****	SHG*IMF--- H****
GROUND TRACK INSTALLATION MILITARY MATERIAL FACILITY AIRCRAFT PROD. & ASSEMBLY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.2	F				
			SUG*IMA--- H****	SFG*IMA--- H****	SNG*IMA--- H****	SHG*IMA--- H****
GROUND TRACK INSTALLATION MILITARY MATERIAL FACILITY AMMUNITION AND EXPLOSIVES PRODUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.3	F				
			SUG*IME--- H****	SFG*IME--- H****	SNG*IME--- H****	SHG*IME--- H****

NOTE: White filled icon represents
white opaque filled icon.

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TABLE D-I. Warrior icon set-ground.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MILITARY MATERIAL FACILITY ARMAMENT PRODUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.4	F				
			SUG*IMG--- H****	SFG*IMG--- H****	SNG*IMG--- H****	SHG*IMG--- H****
GROUND TRACK INSTALLATION MILITARY MATERIAL FACILITY MILITARY VEHICLE PRODUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.5	F				
			SUG*IMV--- H****	SFG*IMV--- H****	SNG*IMV--- H****	SHG*IMV--- H****
GROUND TRACK INSTALLATION MILITARY MATERIAL FACILITY ENGINEERING EQUIP. PRODUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.6	F				
			SUG*IMN--- H****	SFG*IMN--- H****	SNG*IMN--- H****	SHG*IMN--- H****
GROUND TRACK INSTALLATION MILITARY MATERIAL FACILITY ENGINEERING EQUIP. PRODUCTION BRIDGE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.6.1	F				
			SUG*IMNB-- H****	SFG*IMNB-- H****	SNG*IMNB-- H****	SHG*IMNB-- H****

NOTE: White filled icon represents
white opaque filled icon.

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TABLE D-I. Warrior icon set-ground.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MILITARY MATERIAL FACILITY CHEM & BIO WARFARE PROD. NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.7	F				
			SUG*IMC--- H****	SFG*IMC--- H****	SNG*IMC--- H****	SHG*IMC--- H****
GROUND TRACK INSTALLATION MILITARY MATERIAL FACILITY SHIP CONSTRUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.8	F				
			SUG*IMS--- H****	SFG*IMS--- H****	SNG*IMS--- H****	SHG*IMS--- H****
GROUND TRACK INSTALLATION MILITARY MATERIAL FACILITY MISSILE & SPACE SYSTEM PRODUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.9	F				
			SUG*IMM--- H****	SFG*IMM--- H****	SNG*IMM--- H****	SHG*IMM--- H****
GROUND TRACK INSTALLATION GOV'T LEADERSHIP NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.6	F				
			SUG*IG--- H****	SFG*IG--- H****	SNG*IG--- H****	SHG*IG--- H****

NOTE: White filled icon represents
white opaque filled icon.

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TABLE D-I. Warrior icon set-ground.









DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MILITARY BASE/FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.7	F				
			SUG*IB--- H****	SFG*IB--- H****	SNG*IB--- H****	SHG*IB--- H****
GROUND TRACK INSTALLATION MILITARY BASE/FACILITY AIRPORT/AIRBASE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.7.1	F				
			SUG*IBA--- H****	SFG*IBA--- H****	SNG*IBA--- H****	SHG*IBA--- H****
GROUND TRACK INSTALLATION MILITARY BASE/FACILITY SEAPORT/NAVAL BASE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.7.2	F				
			SUG*IBN--- H****	SFG*IBN--- H****	SNG*IBN--- H****	SHG*IBN--- H****
GROUND TRACK INSTALLATION TRANSPORT FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.8	F				
			SUG*IT--- H****	SFG*IT--- H****	SNG*IT--- H****	SHG*IT--- H****

NOTE: White filled icon represents
white opaque filled icon.

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TABLE D-I. Warrior icon set-ground.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MEDICAL FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.9	F				
			SUG*IX--- H****	SFG*IX--- H****	SNG*IX--- H****	SHG*IX--- H****
GROUND TRACK INSTALLATION MEDICAL FACILITY HOSPITAL NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.9.1	F				
			SUG*IXH--- H****	SFG*IXH--- H****	SNG*IXH--- H****	SHG*IXH--- H****

NOTE: White filled icon represents
white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK	1.X.4	F				
			SUS*----- *****	SFS*----- *****	SNS*----- *****	SHS*----- *****
SEA SURFACE TRACK COMBATANT	1.X.4.1	F				
			SUS*C----- *****	SFS*C----- *****	SNS*C----- *****	SHS*C----- *****
SEA SURFACE TRACK COMBATANT LINE	1.X.4.1.1	F				
			SUS*CL---- *****	SFS*CL---- *****	SNS*CL---- *****	SHS*CL---- *****
SEA SURFACE TRACK COMBATANT LINE CARRIER	1.X.4.1.1.1	F				
			SUS*CLCV-- *****	SFS*CLCV-- *****	SNS*CLCV-- *****	SHS*CLCV-- *****
SEA SURFACE TRACK COMBATANT LINE BATTLESHIP	1.X.4.1.1.2	F				
			SUS*CLBB-- *****	SFS*CLBB-- *****	SNS*CLBB-- *****	SHS*CLBB-- *****

Note: White filled icon represents
white opaque filled icon.

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TABLE D-I. Warrior icon set-sea-surface.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK COMBATANT LINE CRUISER	1.X.4.1.1.3	F				
			SUS*CLCC-- *****	SFS*CLCC-- *****	SNS*CLCC-- *****	SHS*CLCC-- *****
SEA SURFACE TRACK COMBATANT LINE DESTROYER	1.X.4.1.1.4	F				
			SUS*CLDD-- *****	SFS*CLDD-- *****	SNS*CLDD-- *****	SHS*CLDD-- *****
SEA SURFACE TRACK COMBATANT LINE FRIGATE/CORVETTE	1.X.4.1.1.5	F				
			SUS*CLFF-- *****	SFS*CLFF-- *****	SNS*CLFF-- *****	SHS*CLFF-- *****
SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP	1.X.4.1.2	F				
			SUS*CA---- *****	SFS*CA---- *****	SNS*CA---- *****	SHS*CA---- *****
SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE ASSAULT VESSEL	1.X.4.1.2.1	F				
			SUS*CALA-- *****	SFS*CALA-- *****	SNS*CALA-- *****	SHS*CALA-- *****

Note: White filled icon represents
White opaque filled icon.

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TABLE D-I. Warrior icon set-sea-surface.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE LANDING SHIP	1.X.4.1.2.2	F				
			SUS*CALS-- *****	SFS*CALS-- *****	SNS*CALS-- *****	SHS*CALS-- *****
SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE LANDING CRAFT	1.X.4.1.2.3	F				
			SUS*CALC-- *****	SFS*CALC-- *****	SNS*CALC-- *****	SHS*CALC-- *****
SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL	1.X.4.1.3	F				
			SUS*CM---- *****	SFS*CM---- *****	SNS*CM---- *****	SHS*CM---- *****
SEA SURFACE TRACK COMBATANT MINE WARFARE MINELAYER	1.X.4.1.3.1	F				
			SUS*CMML- _*****	SFS*CMML- _*****	SNS*CMML- _*****	SHS*CMML- _*****
SEA SURFACE TRACK COMBATANT MINE WARFARE MINESWEEPER	1.X.4.1.3.2	F				
			SUS*CMMS- _*****	SFS*CMMS- _*****	SNS*CMMS- _*****	SHS*CMMS- _*****

Note: White filled icon represents
White opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK COMBATANT MINE WARFARE MINEHUNTER	1.X.4.1.3.3	F				
			SUS*CMM H-*****	SFS*CMMH- _*****	SNS*CMM H-*****	SHS*CMM H-*****
SEA SURFACE TRACK COMBATANT MINE WARFARE MCM SUPPORT	1.X.4.1.3.4	F				
			SUS*CMM A-*****	SFS*CMMA- _*****	SNS*CMM A-*****	SHS*CMM A-*****
SEA SURFACE TRACK COMBATANT MINE WARFARE MCM DRONE	1.X.4.1.3.5	F				
			SUS*CMM D-*****	SFS*CMMD- _*****	SNS*CMM D-*****	SHS*CMM D-*****
SEA SURFACE TRACK COMBATANT PATROL	1.X.4.1.4	F				
			SUS*CP---- *****	SFS*CP---- *****	SNS*CP---- *****	SHS*CP---- *****
SEA SURFACE TRACK COMBATANT PATROL ANTISUBMARINE WARFARE	1.X.4.1.4.1	F				
			SUS*CPSB-- *****	SFS*CPSB-- *****	SNS*CPSB-- *****	SHS*CPSB-- *****

Note: White filled icon represents
White opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK COMBATANT PATROL ANTISURFACE WARFARE	1.X.4.1.4.2	F				
			SUS*CPSU-- *****	SFS*CPSU-- *****	SNS*CPSU-- *****	SHS*CPSU-- *****
SEA SURFACE TRACK COMBATANT HOVERCRAFT	1.X.4.1.5	F				
			SUS*CH---- *****	SFS*CH---- *****	SNS*CH---- *****	SHS*CH---- *****
SEA SURFACE TRACK COMBATANT STATION	1.X.4.1.6	U F				
			SUS*S----- *****	SFS*S----- *****	SNS*S----- *****	SHS*S----- *****
SEA SURFACE TRACK COMBATANT STATION PICKET	1.X.4.1.6.1					
			SUS*SP---- *****	SFS*SP---- *****	SNS*SP---- *****	SHS*SP---- *****
SEA SURFACE TRACK COMBATANT STATION ASW SHIP	1.X.4.1.6.2	U F				
			SUS*SA---- *****	SFS*SA---- *****	SNS*SA---- *****	SHS*SA---- *****

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white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK COMBATANT NAVY GROUP	1.X.4.1.7	F				
			SUS*G---- *****	SFS*G---- *****	SNS*G---- *****	SHS*G---- *****
SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK FORCE	1.X.4.1.7.1	F				
			SUS*GT---- *****	SFS*GT---- *****	SNS*GT---- *****	SHS*GT---- *****
SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK GROUP	1.X.4.1.7.2	F				
			SUS*GG---- *****	SFS*GG---- *****	SNS*GG---- *****	SHS*GG---- *****
SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK UNIT	1.X.4.1.7.3	F				
			SUS*GU---- *****	SFS*GU---- *****	SNS*GU---- *****	SHS*GU---- *****
SEA SURFACE TRACK COMBATANT NAVY GROUP CONVOY	1.X.4.1.7.4	F				
			SUS*GC---- *****	SFS*GC---- *****	SNS*GC---- *****	SHS*GC---- *****

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APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-COMBATANT	1.X.4.2	F				
			SUS*N---- *****	SUS*N---- *****	SUS*N---- *****	SUS*N---- *****
SEA SURFACE TRACK NON-COMBATANT UNDERWAY REPLENISHMENT (OILER/TANKER, STORES, AMMUNITION, TROOP TRANSPORT)	1.X.4.2.1	F				
			SUS*NR---- *****	SFS*NR---- *****	SNS*NR---- *****	SHS*NR---- *****
SEA SURFACE TRACK NON-COMBATANT FLEET SUPPORT (TENDER, TUG)	1.X.4.2.2	F				
			SUS*N---- *****	SFS*NF---- *****	SNS*NF---- *****	SHS*NF---- *****
SEA SURFACE TRACK NON-COMBATANT INTELLIGENCE (OCEANOGRAPHIC, AGI)	1.X.4.2.3	F				
			SUS*NI---- *****	SFS*NI---- *****	SNS*NI---- *****	SHS*NI---- *****

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APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-COMBATANT SERVICE & SUPPORT HARBOR (YARDCRAFT, BARGE, HARBOR, TUG)	1.X.4.2.4	F				
			SUS*NS--- *****	SFS*NS--- *****	SNS*NS--- *****	SHS*NS--- *****
SEA SURFACE TRACK NON-COMBATANT HOSPITAL SHIP	1.X.4.2.5	F				
			SUS*NM--- *****	SFS*NM--- *****	SNS*NM--- *****	SHS*NM--- *****
SEA SURFACE TRACK NON-COMBATANT HOVERCRAFT	1.X.4.2.6	F				
			SUS*NH--- *****	SFS*NH--- *****	SNS*NH--- *****	SHS*NH--- *****
SEA SURFACE TRACK NON-COMBATANT STATION	1.X.4.2.7	U F				
			SUS*NN--- *****	SFS*NN--- *****	SNS*NN--- *****	SHS*NN--- *****
SEA SURFACE TRACK NON-COMBATANT STATION RESCUE	1.X.4.2.7.1	U F				
			SUS*NNR--- *****	SFS*NNR--- *****	SNS*NNR--- *****	SHS*NNR--- *****

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white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-MILITARY	1.X.4.3					
SEA SURFACE TRACK NON-MILITARY MERCHANT	1.X.4.3.1	F O				
						
			SUS*XM--- *****	SFS*XM--- *****	SNS*XM--- *****	SHS*XM--- *****
SEA SURFACE TRACK NON-MILITARY MERCHANT CARGO	1.X.4.3.1.1	F O				
						
			SUS*XMC--- *****	SFS*XMC--- *****	SNS*XMC--- *****	SHS*XMC--- *****

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White opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-MILITARY MERCHANT ROLL-ON/ROLL-OFF (RO/RO)	1.X.4.3.1.2	F O				
						
			SUS*XMR--- *****	SFS*XMR--- *****	SNS*XMR--- *****	SHS*XMR--- *****
SEA SURFACE TRACK NON-MILITARY MERCHANT OILER/TANKER	1.X.4.3.1.3	F O				
						
			SUS*XMO--- *****	SFS*XMO--- *****	SNS*XMO--- *****	SHS*XMO--- *****
SEA SURFACE TRACK NON-MILITARY MERCHANT TUG	1.X.4.3.1.4	F O				
						
			SUS*XMTU- _*****	SFS*XMTU-- *****	SNS*XMTU- _*****	SHS*XMTU- _*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-MILITARY MERCHANT FERRY	1.X.4.3.1.5	F O				
						
			SUS*XMF--- *****	SFS*XMF--- *****	SNS*XMF--- *****	SHS*XMF--- *****
SEA SURFACE TRACK NON-MILITARY MERCHANT PASSENGER	1.X.4.3.1.6	F O				
						
			SUS*XMP--- *****	SFS*XMP--- *****	SNS*XMP--- *****	SHS*XMP--- *****
SEA SURFACE TRACK NON-MILITARY MERCHANT HAZMAT	1.X.4.3.1.7	F O				
						
			SUS*XMH--- *****	SFS*XMH--- *****	SNS*XMH--- *****	SHS*XMH--- *****

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APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-MILITARY MERCHANT TOWING VESSEL	1.X.4.3.1.8	F O				
						
			SUS*XMTO- *****	SFS*XMTO-- *****	SNS*XMTO- *****	SHS*XMTO- *****
SEA SURFACE TRACK NON-MILITARY FISHING	1.X.4.3.2	F O				
						
			SUS*XF---- *****	SFS*XF---- *****	SNS*XF---- *****	SHS*XF---- *****
SEA SURFACE TRACK NON-MILITARY FISHING DRIFTER	1.X.4.3.2.1	F O				
						
			SUS*XFDF-- *****	SFS*XFDF-- *****	SNS*XFDF-- *****	SHS*XFDF-- *****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-MILITARY FISHING DREDGE	1.X.4.3.2.2	F O				
						
			SUS*XFDR-- *****	SFS*XFDR-- *****	SNS*XFDR-- *****	SHS*XFDR-- *****
SEA SURFACE TRACK NON-MILITARY FISHING TRAWLER	1.X.4.3.2.3	F O				
						
			SUS*XFTR-- *****	SFS*XFTR-- *****	SNS*XFTR-- *****	SHS*XFTR-- *****
SEA SURFACE TRACK NON-MILITARY LEISURE CRAFT	1.X.4.3.3	F O				
						
			SUS*XR---- *****	SFS*XR---- *****	SNS*XR---- *****	SHS*XR---- *****

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White opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.













DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-MILITARY LAW ENFORCEMENT VESSEL	1.X.4.3.4	F O				
						
			SUS*XL---- *****	SFS*XL---- *****	SNS*XL---- *****	SHS*XL---- *****
SEA SURFACE TRACK NON-MILITARY HOVERCRAFT	1.X.4.3.5	F O				
						
			SUS*XH---- *****	SFS*XH---- *****	SNS*XH---- *****	SHS*XH---- *****
SEA SURFACE TRACK NON-MILITARY OWN TRACK	1.X.4.4	U F				
			SUS*O----- *****	SFS*O----- *****	SNS*O----- *****	SHS*O----- *****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.













DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-MILITARY EMERGENCY	1.X.4.5	U F				
			SUS*E---- *****	SFS*E---- *****	SNS*E---- *****	SHS*E---- *****
SEA SURFACE TRACK NON-MILITARY EMERGENCY DITCHED AIRCRAFT	1.X.4.5.1	U F				
			SUS*ED---- *****	SFS*ED---- *****	SNS*ED---- *****	SHS*ED---- *****
SEA SURFACE TRACK NON-MILITARY EMERGENCY PERSON IN WATER	1.X.4.5.2	U F				
			SUS*EP---- *****	SFS*EP---- *****	SNS*EP---- *****	SHS*EP---- *****
SEA SURFACE TRACK NON-MILITARY EMERGENCY DISTRESSED VESSEL	1.X.4.5.3	U F				
			SUS*EV---- *****	SFS*EV---- *****	SNS*EV---- *****	SHS*EV---- *****
SEA SURFACE TRACK NON-MILITARY HAZARD	1.X.4.6	U F				
			SUS*Z---- *****	SFS*Z---- *****	SNS*Z---- *****	SHS*Z---- *****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-MILITARY HAZARD SEA MINELIKE	1.X.4.6.1	U F				
			SUS*ZM---- *****	SFS*ZM---- *****	SNS*ZM---- *****	SHS*ZM---- *****
SEA SURFACE TRACK NON-MILITARY HAZARD NAVIGATIONAL	1.X.4.6.2	U F				
			SUS*ZN---- *****	SFS*ZN---- *****	SNS*ZN---- *****	SHS*ZN---- *****
SEA SURFACE TRACK NON-MILITARY HAZARD ICEBERG	1.X.4.6.3	U F				
			SUS*ZI---- *****	SFS*ZI---- *****	SNS*ZI---- *****	SHS*ZI---- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-subsurface.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK	1.X.5	F				
			SUU*----- *****	SFU*----- *****	SNU*----- *****	SHU*----- *****
SUBSURFACE TRACK SUBMARINE	1.X.5.1	F				
			SUU*S----- *****	SFU*S----- *****	SNU*S----- *****	SHU*S----- *****
SUBSURFACE TRACK SUBMARINE NUCL. PROPULSION (STRATEGIC, ATTACK, GUIDED, MISSILE)	1.X.5.1.1	F				
			SUU*SN---- *****	SFU*SN---- *****	SNU*SN---- *****	SHU*SN---- *****
SUBSURFACE TRACK SUBMARINE CONV. PROPULSION (CONV. STRATEGIC, CONV. ATTACK, CONV. GUIDED MISSILE)	1.X.5.1.2	F				
			SUU*SC---- *****	SFU*SC---- *****	SN*SC---- *****	SH*SC---- *****
SUBSURFACE TRACK SUBMARINE OTHER SUBMERSIBLE (RESCUE, RESEARCH, UNDERWATER TUG)	1.X.5.1.3	F				
			SUU*SO---- *****	SFU*SO---- *****	SN*SO---- *****	SH*SO---- *****

Note: White filled icon represents
White opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-subsurface.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK SUBMARINE STATION	1.X.5.1.4	U F				
			SUS*SS---- *****	SFS*SS---- *****	SNS*SS---- *****	SHS*SS---- *****
SUBSURFACE TRACK SUBMARINE STATION ASW SUBMARINE	1.X.5.1.4.1	U F				
			SUS*SSA--- *****	SFS*SSA--- *****	SNS*SSA--- *****	SHS*SSA--- *****
SUBSURFACE TRACK UNDERWATER WEAPON	1.X.5.2	F				
			SUU*W---- *****	SFU*W---- *****	SNU*W---- *****	SHU*W---- *****
SUBSURFACE TRACK UNDERWATER WEAPON TORPEDO	1.X.5.2.1	F				
			SUU*WT---- *****	SF*WT---- *****	SN*WT---- *****	SH*WT---- *****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE	1.X.5.2.2	U F				
			SUU*WM---- *****	SF*WM---- *****	SN*WM---- *****	SH*WM---- *****

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white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-subsurface.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE DEALT	1.X.5.2.2.1	U F				
			SUU*WMD-- _*****	SFU*WMD-- _*****	SNU*WMD-- _*****	SHU*WMD-- _*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND)	1.X.5.2.2.2	U F				
			SUU*WMG-- _*****	SFU*WMG-- _*****	SNU*WMG-- _*****	SHU*WMG-- _*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND) DEALT	1.X.5.2.2.2.1	U F				
			SUU*WMG D_*****	SFU*WMG D_*****	SNU*WMG D_*****	SHU*WMG D_*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED)	1.X.5.2.2.3	U F				
			SUU*WMM- _*****	SFU*WMM-- _*****	SNU*WMM- _*****	SHU*WMM- _*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED) DEALT	1.X.5.2.2.3.1	U F				
			SUU*WMM D_*****	SFU*WMM D_*****	SNU*WMM D_*****	SHU*WMM D_*****

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White opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-subsurface.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING)	1.X.5.2.2.4	U F				
			SUU*WMF-- _*****	SFU*WMF--- *****	SNU*WMF-- _*****	SHU*WMF-- _*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING) DEALT	1.X.5.2.2.4.1	U F				
			SUU*WMF D--*****	SFU*WMFD- _*****	SNU*WMF D--*****	SHU*WMF D--*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION)	1.X.5.2.2.5	U F				
			SUU*WMO-- _*****	SF*WMO--- *****	SN*WMO--- *****	SH*WMO--- *****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION) DEALT	1.X.5.2.2.5.1	U F				
			SUU*WMO D--*****	SFU*WMO D--*****	SNU*WMO D--*****	SHU*WMO D--*****
SUBSURFACE TRACK UNDERWATER DECOY	1.X.5.3	U F				
			SUU*WD---- *****	SFU*WD---- *****	SNU*WD---- *****	SHU*WD---- *****

Note: White filled icon represents
White opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-subsurface.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK UNDERWATER DECOY SEA MINE DECOY	1.X.5.3.1	U F				
			SUU*WDM-- *****	SFU*WDM-- *****	SNU*WDM-- *****	SHU*WDM-- *****
SUBSURFACE TRACK NON-SUBMARINE	1.X.5.4					
SUBSURFACE TRACK NON-SUBMARINE DIVER (HARDTOP DIVER, SCUBA DIVER)	1.X.5.4.1	U F				
			SUU*ND--- *****	SFU*ND--- *****	SNU*ND--- *****	SHU*ND--- *****
SUBSURFACE TRACK NON-SUBMARINE BOTTOM RETURN/NOMBO	1.X.5.4.2	U F				
			SUU*NB--- *****	SFU*NB--- *****	SNU*NB--- *****	SHU*NB--- *****
SUBSURFACE TRACK NON-SUBMARINE BOTTOM RETURN/NOMBO SEABED INSTALLATION/MANMADE	1.X.5.4.2.1	U F				
			SUU*NBS--- *****	SFU*NBS--- *****	SNU*NBS--- *****	SHU*NBS--- *****

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APPENDIX D

TABLE D-I. Warrior icon set-subsurface.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK NON-SUBMARINE BOTTOM RETURN/NOMBO SEABED ROCK/STONE, OBSTACLE, OTHER	1.X.5.4.2.2	U F				
			SUU*NBR--- *****	SFU*NBR--- *****	SNU*NBR--- *****	SHU*NBR--- *****
SUBSURFACE TRACK NON-SUBMARINE BOTTOM RETURN/NOMBO WRECK	1.X.5.4.2.3	U F				
			SUU*NBW-- _*****	SFU*NBW--- *****	SNU*NBW-- _*****	SHU*NBW-- _*****
SUBSURFACE TRACK NON-SUBMARINE MARINE LIFE	1.X.5.4.3	U F				
			SUU*NM---- *****	SFU*NM---- *****	SNU*NM---- *****	SHU*NM---- *****
SUBSURFACE TRACK NON-SUBMARINE SEA ANOMALY (WAKE, NUCKLE, CURRENT)	1.X.5.4.4	U F				
			SUU*NA---- *****	SFU*NA---- *****	SNU*NA---- *****	SHU*NA---- *****

Note: White filled icon represents
White opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-special operations forces.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SPECIAL OPERATIONS FORCES (SOF) UNIT	1.X.6	F				
			SUF*----- *****	SFF*----- *****	SNF*----- *****	SHF*----- *****
SOF UNIT AVIATION	1.X.6.1	F				
			SUF*A----- *****	SFF*A----- *****	SNF*A----- *****	SHF*A----- *****
SOF UNIT AVIATION FIXED WING	1.X.6.1.1	F				
			SUF*AF---- *****	SFF*AF---- *****	SNF*AF---- *****	SHF*AF---- *****
SOF UNIT AVIATION FIXED WING ATTACK	1.X.6.1.1.1	F				
			SUF*AFA--- *****	SFF*AFA--- *****	SNF*AFA--- *****	SHF*AFA--- *****
SOF UNIT AVIATION FIXED WING REFUEL	1.X.6.1.1.2	F				
			SUF*AFK--- *****	SFF*AFK--- *****	SNF*AFK--- *****	SHF*AFK--- *****

Note: White filled icon represents
White opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-special operations forces.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT AVIATION FIXED WING UTILITY	1.X.6.1.1.3	F				
			SUF*AFU--- *****	SFF*AFU--- *****	SNF*AFU--- *****	SHF*AFU--- *****
SOF UNIT AVIATION FIXED WING UTILITY LIGHT	1.X.6.1.1.3.1	F				
			SUF*AFUL-- *****	SFF*AFUL-- *****	SNF*AFUL-- *****	SHF*AFUL-- *****
SOF UNIT AVIATION FIXED WING UTILITY MEDIUM	1.X.6.1.1.3.2	F				
			SUF*AFUM- _*****	SFF*AFUM-- *****	SNF*AFUM- _*****	SHF*AFUM- _*****
SOF UNIT AVIATION FIXED WING UTILITY HEAVY	1.X.6.1.1.3.3	F				
			SUF*AFUH-- *****	SFF*AFUH-- *****	SNF*AFUH-- *****	SHF*AFUH-- *****
SOF UNIT AVIATION V/STOL	1.X.6.1.2	F				
			SUF*AV---- *****	SFF*AV---- *****	SNF*AV---- *****	SHF*AV---- *****

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White opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-special operations forces.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT AVIATION HELICOPTER	1.X.6.1.3	F				
			SUF*AH--- *****	SFF*AH--- *****	SNF*AH--- *****	SHF*AH--- *****
SOF UNIT AVIATION HELICOPTER COMBAT SEARCH AND RESCUE	1.X.6.1.3.1	F				
			SUF*AHH--- *****	SFF*AHH--- *****	SNF*AHH--- *****	SHF*AHH--- *****
SOF UNIT AVIATION HELICOPTER ATTACK	1.X.6.1.3.2	F				
			SUF*AHA--- *****	SFF*AHA--- *****	SNF*AHA--- *****	SHF*AHA--- *****
SOF UNIT AVIATION HELICOPTER UTILITY	1.X.6.1.3.3	F				
			SUF*AHU--- *****	SFF*AHU--- *****	SNF*AHU--- *****	SHF*AHU--- *****
SOF UNIT AVIATION HELICOPTER UTILITY LIGHT	1.X.6.1.3.3.1	F				
			SUF*AHUL- _*****	SFF*AHUL-- *****	SNF*AHUL- _*****	SHF*AHUL- _*****

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White opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-special operations forces.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT AVIATION HELICOPTER UTILITY MEDIUM	1.X.6.1.3.3.2	F				
			SUF*AHUM- *****	SFF*AHUM- *****	SNF*AHUM- *****	SHF*AHUM- *****
SOF UNIT AVIATION HELICOPTER UTILITY HEAVY	1.X.6.1.3.3.3	F				
			SUF*AHUH- *****	SFF*AHUH-- *****	SNF*AHUH- *****	SHF*AHUH- *****
SOF UNIT NAVAL	1.X.6.2	F				
			SUF*SN---- *****	SFF*SN---- *****	SNF*SN---- *****	SHF*SN---- *****
SOF UNIT NAVAL SEAL	1.X.6.2.1	F				
			SUF*SNS--- *****	SFF*SNS--- *****	SNF*SNS--- *****	SHF*SNS--- *****
SOF UNIT NAVAL UNDERWATER DEMOLITION TEAM	1.X.6.2.2	F				
			SUF*SNU--- *****	SFF*SNU--- *****	SNF*SNU--- *****	SHF*SNU--- *****

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APPENDIX D

TABLE D-I. Warrior icon set-special operations forces.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT NAVAL SPECIAL BOAT	1.X.6.2.3	F				
			SUF*SNB--- *****	SFF*SNB--- *****	SNF*SNB--- *****	SHF*SNB--- *****
SOF UNIT NAVAL SPECIAL SSNR	1.X.6.2.4	F				
			SUF*SNN--- *****	SFF*SNN--- *****	SNF*SNN--- *****	SHF*SNN--- *****
SOF UNIT GROUND	1.X.6.3	F				
			SUF*G---- *****	SFF*G---- *****	SNF*G---- *****	SHF*G---- *****
SOF UNIT GROUND SPECIAL FORCES	1.X.6.3.1	F				
			SUF*GS---- *****	SFF*GS---- *****	SNF*GS---- *****	SHHF*GS---- *****
SOF UNIT GROUND RANGER	1.X.6.3.2	F				
			SUF*GSR--- *****	SFF*GSR--- *****	SNF*GSR--- *****	SHF*GSR--- *****

Note: White filled icon represents
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APPENDIX D

TABLE D-I. Warrior icon set-special operations forces.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT GROUND PSYOP	1.X.6.3.3	F				
			SUF*GSP--- *****	SFF*GSP--- *****	SNF*GSP--- *****	SHF*GSP--- *****
SOF UNIT GROUND PSYOP FIXED AVIATION	1.X.6.3.3.1	F				
			SUF*GSPA-- *****	SFF*GSPA-- *****	SNF*GSPA-- *****	SHF*GSPA-- *****
SOF UNIT GROUND CIVIL AFFAIRS	1.X.6.3.4	F				
			SUF*GCA--- *****	SFF*GCA--- *****	SNF*GCA--- *****	SHF*GCA--- *****
SOF UNIT SUPPORT	1.X.6.4	F				
			SUF*GB---- *****	SFF*GB---- *****	SNF*GB---- *****	SHF*GB---- *****

Note: White filled icon represents
White opaque filled icon.

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APPENDIX E

TACTICAL GRAPHICS

E.1 GENERAL

E.1.1 Scope. This section provides operational information in the form of tactical graphics related to battlespace geometry. These graphics are necessary for battlefield planning and management, but cannot be presented as icon-based symbols alone. This appendix is a mandatory part of this standard. The information contained herein is intended for compliance.

E.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

E.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

E.4 WARFIGHTING SYMBOLOGY

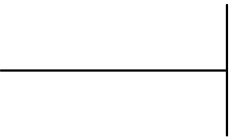
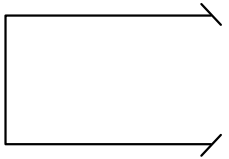
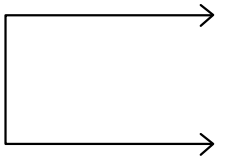
E.4.1 Battlespace geometry. Battlespace geometry includes tasks, control measures, points, areas, lines, aviation maneuver graphics, deception graphics, offense maneuver graphics, special maneuver graphics, mobility/survivability, fire support graphics, combat service support, command and control, and operations other than war, along with the symbols/icons presented in the standard including the use of text and indicators to convey operational information which cannot be presented via symbols/icons alone. The rules for generation and display, including optional use of color, follow the guidelines presented previously unless stated otherwise in this section. The ID coding is presented in appendix B. Battlespace geometry codes use X (other) in position 3 of the symbol ID code.

NOTE: The numbers displayed within the battlespace graphics are used as examples and not as specific parts of the graphic. They are shown to designate place holders.

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APPENDIX E

TABLE E-I. Tactical graphics.

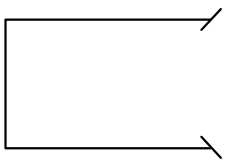
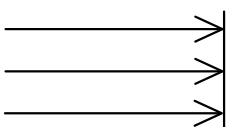
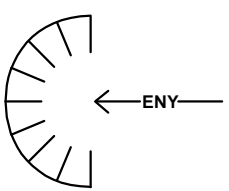
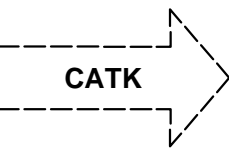

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Tactical Graphics	2.X	
Tasks	2.X.1	
Task Graphics	2.X.1.1	
Block 1. A tactical task assigned to a unit which requires it to deny the enemy access to a given area or to prevent enemy advance in a given direction or an avenue of approach. It may be for a specified time. Units assigned this mission may have to retain terrain and accept decisive engagement. 2. An obstacle effect that integrates fire planning and obstacle effort to stop an attacker on a specific avenue of approach or to prevent an enemy from exiting an engagement area.	2.X.1.1.1	
	G*T*GB----*****	
Breach A tactical task where any means available are employed to break through or secure a passage through an enemy defense, obstacle, minefield, or fortification.	2.X.1.1.2	
	G*T*GH---- *****	
Bypass A tactical task which involves maneuvering around an obstacle, position, or enemy force to maintain the momentum of advance. Bypassed obstacles and enemy forces are reported to higher HQ.	2.X.1.1.3	
	G*T*GY---- *****	

Note: White filled icon represents
White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).

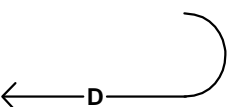
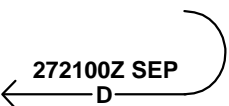
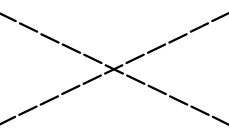
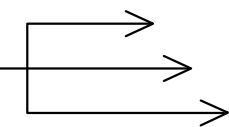

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Canalize To restrict operations to a narrow zone by use of existing or reinforcing obstacles or by fire or bombing. (Army)--A tactical task used to restrict operations to a narrow zone by the use of obstacles, fires, and/or unit maneuvering or positioning.	2.X.1.1.4	
	G*T*GC-----*****	
Clear To clear the air to gain either temporary or permanent air superiority or control in a given sector. (Army)-- 1. A tactical task to remove all enemy forces from a specific location, area, or zone. 2. To eliminate transmissions on a tactical radio net in order to allow a higher precedence transmission to occur. 3. The total elimination or neutralization of an obstacle that is usually performed by follow-on engineers and is not done under fire.	2.X.1.1.5	
	G*T*GX----*****	
Contain To stop, hold, or surround the forces of the enemy or to cause the enemy to center activity on a given front and to prevent his withdrawing any part of his forces for use elsewhere. (Army)--A tactical task to restrict enemy movement.	2.X.1.1.6	
	G*T*GJ-----*****	
Counterattack (CATK) A form of offensive operation in which an attack by a part or all of a defending force is made against an enemy attacking force, for such specific purposes as regaining ground lost, cutting off or destroying lead enemy units, and with the general objective of regaining the initiative and denying the enemy the attainment of his goal or purpose in attacking.	2.X.1.1.7	
	G*T*GK----*****	
Counterattack By Fire	2.X.1.1.7.1	
	G*T*GKF---*****	

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TABLE E-I. Tactical graphics (cont'd).

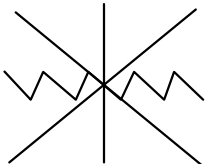
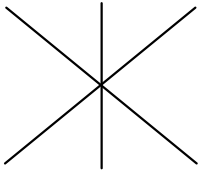
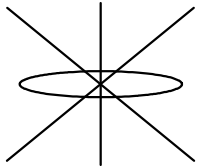
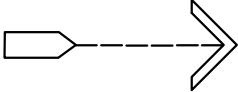
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Delay 1. The ground distance from a point directly beneath the aircraft to the beginning of the area of radar scan. 2. In radar, the electronic delay of the start of the time base used to select a particular segment of the total. 3. A report from the firing ship to the observer or the spotter to inform that the ship will be unable to provide the requested fire immediately. It will normally be followed by the estimated duration of the delay.	2.X.1.1.8	
	G*T*GL----*****	
Delay (until a specified time)	2.X.1.1.8.1	
	G*T*GLT--- *****	
Destroy 1. A tactical task to physically render an enemy force combat-ineffective unless it is reconstituted. 2. To render a target so damaged that it cannot function as intended nor be restored to a usable condition without being entirely rebuilt. In aviation missions, requires 70 percent incapacitation/destruction of enemy force. In artillery, requires 30 percent incapacitation/destruction of enemy force.	2.X.1.1.9	
	G*T*GD---- *****	
Disrupt A tactical task or obstacle effect (that integrates fire planning and obstacle effort) that breaks apart an enemy's formation and tempo, interrupts the enemy's time table, causes premature commitment of forces, and/or splinters their attack.	2.X.1.1.10	
	G*T*GT----*****	
Fix A position determined from terrestrial, electronic, or astronomical data. (Army)-- 1. A tactical task in which actions are taken to prevent the enemy from moving any part of his forces from a specific location and/or for a specific period of time by holding or surrounding them to prevent their withdrawal for use elsewhere. 2. A tactical obstacle effect that integrates fire planning and obstacle effort to slow an attacker within a specified area--normally an engagement area.	2.X.1.1.11	
	G*T*GF----*****	

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TABLE E-I. Tactical graphics (cont'd).

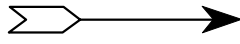
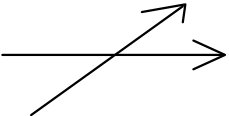
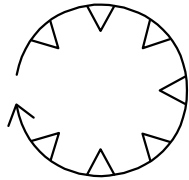
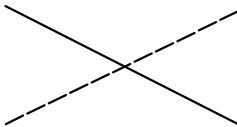
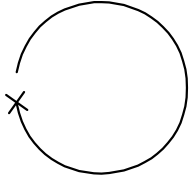
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Electro-Magnetic	2.X.1.1.11.1	
	G*T*GFE--- *****	
Acoustic	2.X.1.1.11.2	
	G*T*GFA--- *****	
Electro-Optical	2.X.1.1.11.3	
	G*T*GFO--- *****	
Follow and Assume An operation in which a committed force follows a force conducting an offensive operation, and is prepared to continue the mission of the force it is following when that force is fixed, attrited, or otherwise unable to continue. Such a force is not a reserve but is committed to accomplish specified tasks.	2.X.1.1.12	
	G*T*GA---- *****	

Note: White filled icon represents
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TABLE E-I. Tactical graphics (cont'd).

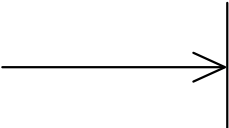

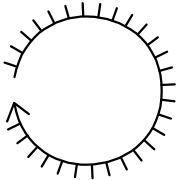
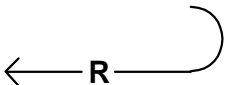
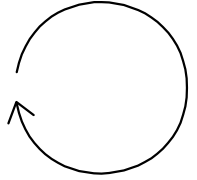
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Follow and Support An operation in which a committed force follows and supports the mission accomplishment of a force conducting an offensive operation. Such a force is not a reserve, but is committed to accomplish specified tasks.	2.X.1.1.12.1	
	G*T*GAS--- *****	
Interdict To divert, disrupt, delay, or destroy enemy's surface military potential before it can be used effectively against friendly forces. (Army)--Using fire support or maneuver forces; 1. To seal off an area by any means; to deny use of a route or approach. 2. To carry out a tactical task to prevent, hinder, or delay the use of an area or route by enemy forces.	2.X.1.1.13	
	G*T*GI----*****	
Isolate A tactical task given to a unit to seal off (both physically and psychologically) an enemy from its sources of support, to deny an enemy freedom of movement, and prevent an enemy unit from having contact with other enemy forces. An enemy must not be allowed sanctuary within its present position.	2.X.1.1.14	
	G*T*GE----*****	
Neutralize As pertains to military operations, to render ineffective or unusable. (Army)-- 1. To render enemy personnel or material incapable of interfering with a particular operation. 2. To render safe mines, bombs, missiles, and booby traps. 3. To make harmless anything contaminated with a chemical agent.	2.X.1.1.15	
	G*T*GN---- *****	
Occupy 1. A tactical task in which a force moves onto an objective, key terrain, or other manmade or natural terrain area without opposition and controls that entire area. 2. To remain in an area and retain control of that area.	2.X.1.1.16	
	G*T*GO---- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).


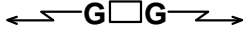
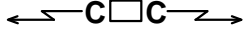
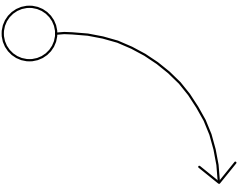
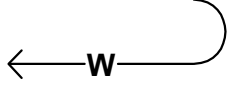
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Penetrate In land operations, the breaking through of the enemy's defense and disrupting the defensive system.	2.X.1.1.17	
	G*T*GP----*****	
Relief In Place (RIP) An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit. The responsibilities of the replaced elements for the mission and the assigned zone of operations are transferred to the incoming unit. The incoming unit continues the operation as ordered.	2.X.1.1.18	
	G*T*GR----*****	
Retain When used in the context of deliberate planning, the directed command will keep the referenced operation plan, operation plan in concept format, or concept summary and any associated Joint Operation Planning System or Joint Operation Planning and Execution System automated data processing files in an inactive library or status. The plan and its associated files will not be maintained unless directed by follow-on guidance. (Army)--A tactical task to occupy and hold a terrain feature to ensure it is free of enemy occupation or use.	2.X.1.1.19	
	G*T*GQ----*****	
Retirement An operation in which a force out of contact moves away from the enemy. Army--A form of retrograde operations; a directed, rearward movement by a force that is not in contact with the enemy and does not anticipate significant contact with the enemy.	2.X.1.1.20	
	G*T*GM----*****	
Secure In an operational context, to gain possession of a position or terrain feature, with or without force, and to make such disposition as will prevent, as far as possible, his destruction or loss by enemy action. Army--A tactical task to gain possession of a position or terrain feature, with or without force, and to deploy in a manner which prevents its destruction or loss to enemy action.	2.X.1.1.21	
	G*T*GS----*****	

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TABLE E-I. Tactical graphics (cont'd).



DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Security (screen)	2.X.1.1.21.1	
	G*T*GSS--- *****	
Security (guard)	2.X.1.1.21.2	
	G*T*GSG--- *****	
Security (cover)	2.X.1.1.21.3	
	G*T*GSC--- *****	
Seize A tactical task to clear a designated area and obtain control of it.	2.X.1.1.22	
	G*T*GZ----- *****	
Withdraw A planned operation in which a force in contact disengages from an enemy force. Army--A tactical task where a force in contact plans to disengage from the enemy and move in a direction away from the enemy.	2.X.1.1.23	
	G*T*GW---- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).


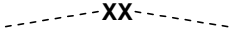
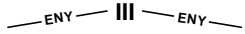

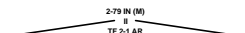
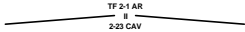
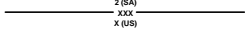
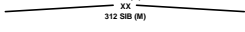

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Withdraw Under Pressure	2.X.1.1.23.1	
	G*T*GWP--- *****	
Control Measures Directives given graphically or orally by a commander to subordinate commands in order to assign responsibilities, coordinate fires and maneuver, and control combat operations.	2.X.2	
Maneuver Graphics	2.X.2.1	
General Maneuver Graphics	2.X.2.1.1	
Points	2.X.2.1.1.1	
Point of Interest	2.X.2.1.1.1.1	
	G*C*MGPI-- *****	
Lines	2.X.2.1.1.2	
Boundaries 1. A line which delineates surface areas (or airspace) for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations or areas. 2. A control measure normally drawn along identifiable terrain features and used to delineate areas of tactical responsibility between adjacent units and between higher headquarters to the rear of the subordinate units.	2.X.2.1.1.2.1	
General Boundaries	2.X.2.1.1.2.1.1	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Friendly Present	2.X.2.1.1.2.1.1.1	
	GFC*MGLBGF* ****	
Friendly Planned or On Order	2.X.2.1.1.2.1.1.2	
	GFC*MGLBGO* ****	
Enemy Known	2.X.2.1.1.2.1.1.3	
	GHC*MGLBGK* ****	
Enemy Suspected or Templated	2.X.2.1.1.2.1.1.4	
	GHC*MGLBGS* ****	
Lateral Boundary Control measures which define the left and right limits of a unit's zone of action or sector. Together with the rear and forward boundary and a coordinating altitude, lateral boundaries define the area of operations for a commander.	2.X.2.1.1.2.1.2	    
	G*C*MGLBL- *****	

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TABLE E-I. Tactical graphics (cont'd).





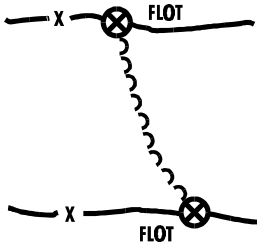
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Forward Boundary The farthest limit, in the direction of the enemy, of an organization's responsibility. It is responsible for deep operations to that limit. The next higher headquarters is responsible for coordinating deep operations beyond that limit. In offensive operations it may move from phase line to phase line dependent on the battlefield situation.	2.X.2.1.1.2.1.3	
	G*C*MGLBF- ***	
Rear Boundary Define the rear of a sector or zone of action assigned to a particular unit. The area behind a rear boundary belongs to the next higher commander and positioning of elements behind it must be coordinated with that commander.	2.X.2.1.1.2.1.4	
	G*C*MGLBR-** ***	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<p>Forward Line of Troops (FLOT) A line that indicates the most forward positions of forces in any kind of military operation at a specific time. It normally identifies the forward location of covering and screening forces. Army-- The FLOT may be at, beyond, or short of the FEBA</p> <p>Friendly Present</p> <p>Friendly Planned or On Order</p> <p>Enemy Known or Confirmed</p> <p>Enemy Suspected or Templated</p>	2.X.2.1.1.2.2	
	G*C*MGLF-- *****	
		
		
Example of a Forward Line of Troops (FLOT)	Example	

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TABLE E-I. Tactical graphics (cont'd).

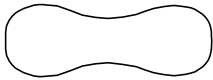
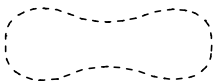
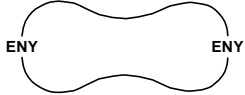
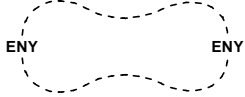
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Line of Contact A general trace delineating the location where two opposing forces are engaged.	2.X.2.1.1.2.3	
	G*C*MGLL-- *****	
Phase/Coordination Line A line used for control and coordination of military operations, usually a terrain feature extending across the zone of action. Army-- A line used for control and coordination of military operations. It is usually along a recognizable terrain feature extending across the sector or zone of action. Units normally report crossing PLs, but do not halt unless specifically directed.	2.X.2.1.1.2.4	
	G*C*MGLP-- *****	
Bearing Line	2.X.2.1.1.2.5	
	G*C*MGLE-- *****	
Electronic	2.X.2.1.1.2.5.1	
	G*C*MGLEE-- *****	
Acoustic	2.X.2.1.1.2.5.2	
	G*C*MGLEA-- *****	
Torpedo	2.X.2.1.1.2.5.3	
	G*C*MGLET-- *****	
Electro-Optical Intercept	2.X.2.1.1.2.5.4	
	G*C*MGLEO-- *****	

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TABLE E-I. Tactical graphics (cont'd).

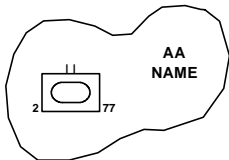
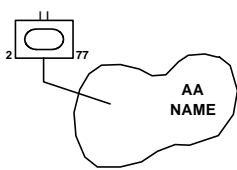
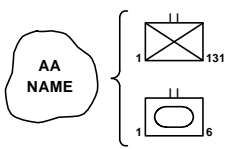
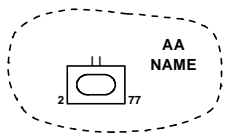

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Areas	2.X.2.1.1.3	
Unspecified Area	2.X.2.1.1.3.1	
General Area	2.X.2.1.1.3.1.1	
Friendly	2.X.2.1.1.3.1.1.1	
	GFC*MGAUAF* ****	
Friendly Planned/On Order	2.X.2.1.1.3.1.1.2	
	GFC*MGAUAP* ****	
Enemy Known/Confirmed	2.X.2.1.1.3.1.1.3	
	GHC*MGAUAE* ****	
Enemy Suspected/Templated	2.X.2.1.1.3.1.1.4	
	GHC*MGAUAS* ****	

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TABLE E-I. Tactical graphics (cont'd).





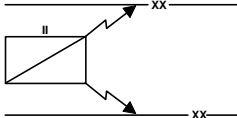
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Assembly Area 1. An area in which a command is assembled preparatory to further action. 2. In a supply installation, the gross area used for collecting and combining components into complete units, kits, or assemblies.	2.X.2.1.1.3.1.2	
	G*C*MGAUB- *****	
Occupied	2.X.2.1.1.3.1.2.1	
	G*C*MGAUBO* *****	
Occupied by Multiple Units	2.X.2.1.1.3.1.2.2	
	G*C*MGAUBM* *****	
Proposed On Order	2.X.2.1.1.3.1.2.3	
	G*C*MGAUBR* *****	
Specified Area	2.X.2.1.1.3.2	

Note: White filled icon represents
White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).

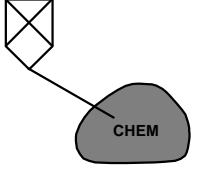
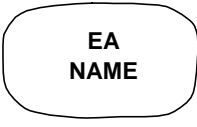
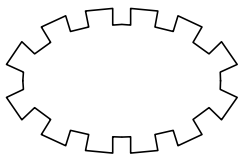



DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Drop Zone (DZ) A specific area upon which airborne troops, equipment, or supplies are airdropped by parachute.	2.X.2.1.1.3.2.1	
	G*C*MGASD- *****	
Extraction Zone (EZ) A specified drop zone used for the delivery of equipment and/or supplies by means of an extraction technique from an aircraft flying very close to the ground.	2.X.2.1.1.3.2.2	
	G*C*MGASE- *****	
Landing Zone (LZ) A specified area used for landing aircraft.	2.X.2.1.1.3.2.3	
	G*C*MGASL- *****	
Pickup Zone (PZ) A geographic area used to pick up troops and/or equipment by helicopter.	2.X.2.1.1.3.2.4	
	G*C*MGASP- *****	
Search Area/Reconnaissance Area Used to depict the area within which a unit or formation is responsible for reconnaissance. As shown, the points of the arrows indicate the width of that area but <i>not</i> its forward edge.	2.X.2.1.1.3.2.5	
	G*C*MGASS- *****	

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TABLE E-I. Tactical graphics (cont'd).


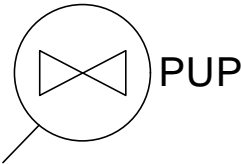
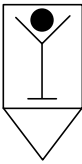

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Limited Access Area Superimposed on the basic symbol are other symbols to indicate to what personnel or equipment the area is impassable.	2.X.2.1.1.3.2.6	
	G*C*MGASM- *****	
Engagement Area	2.X.2.1.1.3.2.7	
	G*C*MGASG- *****	
Fortified Area	2.X.2.1.1.3.2.8	
	G*C*MGASF- *****	
Aviation Maneuver Graphics	2.X.2.1.2	
Aviation Points	2.X.2.1.2.1	
Air Control Point (ACP) An easily identifiable point on the terrain or an electronic navigational aid used to provide necessary control during air movement. ACPs are generally designated at each point where the flight route or air corridor makes a definite change in direction and any other point deemed necessary for timing or control of the operation.	2.X.2.1.2.1.1	
	G*C*MAAP-- *****	

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TABLE E-I. Tactical graphics (cont'd).

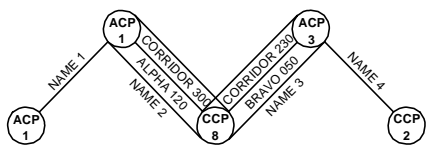
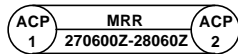
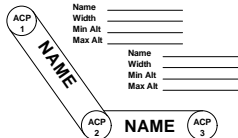
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Communications Checkpoint (CCP) An air control point that requires serial leaders to report either to the aviation mission commander or the terminal control facility.	2.X.2.1.2.1.2	
	G*C*MAAC-- *****	
Pop-Up Point (PUP) The location at which aircraft quickly gain altitude for target acquisition and engagement.	2.X.2.1.2.1.3	
	G*C*MAAU-- *****	
Downed Aircrew Pickup Point A point to where aviators will attempt to evade and escape to be recovered by friendly forces.	2.X.2.1.2.1.4	
	G*C*MAAD-- *****	
Aviation Lines	2.X.2.1.2.2	

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TABLE E-I. Tactical graphics (cont'd).


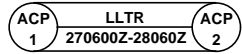
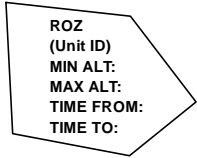

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Air Corridor The Air Corridor is punctuated with Air Control Points (ACPs) at the appropriate places.	2.X.2.1.2.2.1 G*C*MALC-- *****	
Example of an Air Corridor		
Minimum Risk Route (MRR) A temporary corridor of defined dimensions recommended for use by high-speed, fixed-wing aircraft that presents the minimum known hazards to low-flying aircraft transiting the combat zone. Army--An MRR is a temporary flight route recommended for USAF use. It presents the minimum known hazards to low-flying aircraft in the control zone (CZ). The MRR must be approved by the airspace control authority and avoids fire support targets such as air defense weapons, landing zones, pick-up zones, FARPs, and Army airfields.	2.X.2.1.2.2.2 G*C*MALM-- *****	
Standard-Use Army Aircraft Flight Route (SAAFR) Routes which are established below the coordinating altitude to facilitate the movement of Army aviation assets. Normally, these routes are located in the corps through brigade rear area of operations.	2.X.2.1.2.2.3 G*C*MALS-- *****	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Unmanned Aerial Vehicle (UAV) Route An unmanned vehicle capable of being controlled from a distant location through a communication link. It is normally designed to be recoverable.	2.X.2.1.2.2.4	
	G*C*MALU-- *****	
Low Level Transit Route (LLTR) A temporary corridor of defined dimensions established in the forward area to minimize the risk to friendly aircraft from friendly air defenses or surface forces.	2.X.2.1.2.2.5	
	G*C*MALL-- *****	
Aviation Areas	2.X.2.1.2.3	
Restricted Operations Zone (ROZ) A volume of airspace of defined dimensions designated for a specific operational mission. Entry into that zone is authorized only by the originating headquarters.	2.X.2.1.2.3.1	
	G*C*MAVR-- *****	
Forward Area Air Defense Zone (FAADEZ)	2.X.2.1.2.3.2	
	G*C*MAVF-- *****	

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TABLE E-I. Tactical graphics (cont'd).

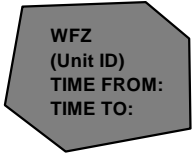
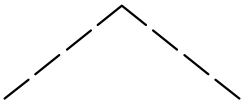

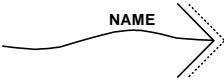
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
High Density Airspace Control Zone (HIDACZ) Airspace designated in an airspace control plan or airspace control order in which there is a concentrated employment of numerous and varied weapons and airspace users. A high-density airspace control zone has defined dimensions which usually coincide with geographical features or navigational aids. Access to a high-density airspace control zone is normally controlled by the maneuver commander. The maneuver commander can also direct a more restrictive weapons status within the high-density airspace control zone.	2.X.2.1.2.3.3	
	G*C*MAVH-- *****	
Missile Engagement Zone (MEZ) 1. High-Altitude Missile Engagement Zone (HIMEZ). In air defense, that airspace of defined dimensions within which the responsibility for engagement of air threats normally rests with high-altitude surface-to-air missiles. 2. Low-Altitude Missile Engagement Zone (LOMEZ). In air defense, that airspace of defined dimensions within which the responsibility for engagement of air treats normally rests with low to medium altitude surface-to-air missiles. 3. In air defense, that airspace of defined dimensions within which the responsibility for engagement of air threats normally rests with short-range air defense weapons. It may be established within a low or high altitude missile engagement. 4. Joint Engagement Zone (JEZ). In air defense, that airspace of defined dimensions within which multiple air defense systems (surface-to-air missiles and aircraft) are simultaneously employed to engage air threats.	2.X.2.1.2.3.4	
	G*C*MAVM-- *****	
Low Altitude MEZ	2.X.2.1.2.3.4.1	
	G*C*MAVML- *****	
High Altitude MEZ	2.X.2.1.2.3.4.2	
	G*C*MAVMH- *****	

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TABLE E-I. Tactical graphics (cont'd).

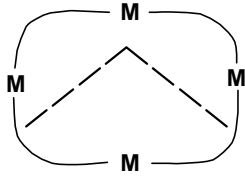
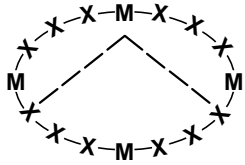
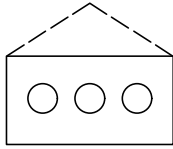
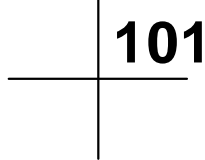
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Weapons Free Zone	2.X.2.1.2.3.5	
	G*C*MAVW-- *****	
Deception Graphics Those measures designed to mislead the enemy by manipulation, distortion, or falsification of evidence to include him to react in a manner prejudicial to his interests (or more vulnerable to the effects of weapons, maneuver, and operations of his enemy).	2.X.2.1.3	
Dummy (Deception) (Decoy)	2.X.2.1.3.1	
	G*C*MDD--- *****	
Axis of Advance for Feint	2.X.2.1.3.2	
	G*C*MDA--- *****	
Direction of Attack for Feint	2.X.2.1.3.3	
	G*C*MDF--- *****	

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TABLE E-I. Tactical graphics (cont'd).

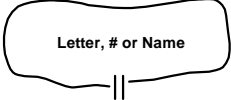
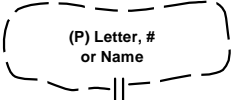
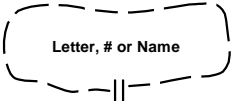
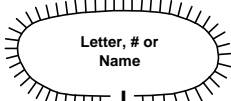
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Decoy Mined Area	2.X.2.1.3.4	
	G*C*MDM--- *****	
Decoy Mined Area, Fenced	2.X.2.1.3.5	
	G*C*MDY--- *****	
Dummy Minefield A minefield containing no live mines and presenting only a psychological threat.	2.X.2.1.3.6	
	G*C*MDN--- *****	
Defense Maneuver Graphic	2.X.2.1.4	
Defense Point Graphic	2.X.2.1.4.1	
Target Reference Point (TRP) An easily recognizable point on the ground (either natural or man-made) used to initiate, distribute, and control fires. TRPs can also designate the center of an area where the commander plans to distribute or converge the fires of all his weapons rapidly. They are used by task force and below, and can further delineate sectors of fire within an engagement area. TRPs are designated using the standard target symbol and numbers issued by the fire support officer. Once designated, TRPs also constitute indirect fire targets.	2.X.2.1.4.1.1	
	G*C*MMPT-- *****	
Battle Position	2.X.2.1.4.1.2	

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TABLE E-I. Tactical graphics (cont'd).

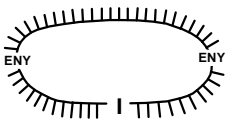
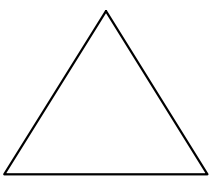
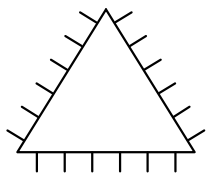
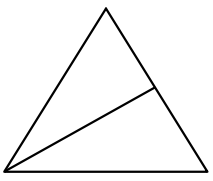
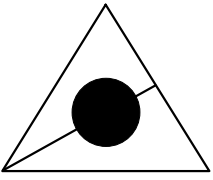
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Occupied (Battalion sized unit)	2.X.2.1.4.1.2.1	
	G*C*MMPBO- *****	
Prepared "(P)" but not occupied	2.X.2.1.4.1.2.2	
	G*C*MMPBP- *****	
Planned	2.X.2.1.4.1.2.3	
	G*C*MMPBL- *****	
Strong Point (SP) A defensive position, usually strongly fortified and heavily armed with automatic weapons around which other positions are grouped for its protection. Army--A position requiring extensive engineering effort for obstacles and survivability positions and positioned to control or block an avenue of approach. Normally, command and control, aid stations, and critical supply stockpiles will be dug-in with overhead protection. Trenches and other protective construction will be done to protect soldiers and weapons from damage during assault by mounted and dismounted forces.	2.X.2.1.4.1.3	
Friendly	2.X.2.1.4.1.3.1	
	GFC*MMPSF- *****	

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TABLE E-I. Tactical graphics (cont'd).

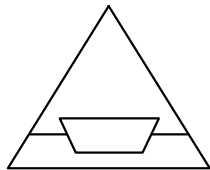
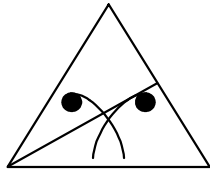

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Enemy Known and Confirmed	2.X.2.1.4.1.3.2	
	GHC*MMPS- *****	
Observation Post/Outpost	2.X.2.1.4.1.4	
	G*C*MMPO-- *****	
Combat Outpost	2.X.2.1.4.1.4.1	
	G*C*MMPOC- *****	
Observation Post Occupied by Dismounted Scouts or Reconnaissance	2.X.2.1.4.1.4.2	
	G*C*MMPOR- *****	
Forward Observer Position	2.X.2.1.4.1.4.3	
	G*C*MMPOF- *****	

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TABLE E-I. Tactical graphics (cont'd).

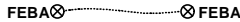
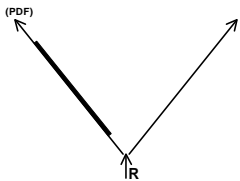


DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Sensor Outpost/Listening Post	2.X.2.1.4.1.4.4	
	G*C*MMPOS- *****	
NBC Observation Post (Dismounted)	2.X.2.1.4.1.4.5	
	G*C*MMPON- *****	
Defense Line Graphic	2.X.2.1.4.2	
Forward Edge of the Battle Area (FEBA) The foremost limits of a series of areas in which ground combat units are deployed, excluding the areas in which the covering or screening forces are operating. It is designated to coordinate fire support, the positioning of forces, or the maneuver of units.	2.X.2.1.4.2.1	FEBA⊗ ⊗FEBA
	G*C*MMDF-- *****	
Actual Trace of the FEBA	2.X.2.1.4.2.1.1	FEBA⊗ ————— ⊗FEBA
	G*C*MM DFA- *****	

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TABLE E-I. Tactical graphics (cont'd).

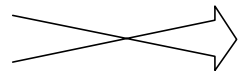
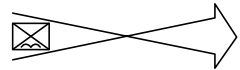
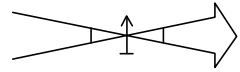
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Proposed or On Order Trace of the FEBA	2.X.2.1.4.2.1.2	
	G*C*MMDFP- *****	
Principal Direction of Fire (PDF) The direction of fire assigned or designated as the main direction in which a weapon will be oriented. It is selected based on the enemy, mission, terrain, and weapons capability.	2.X.2.1.4.2.2	
	G*C*MMDP-- *****	
Defense Area Graphic	2.X.2.1.4.3	
Engagement Area (EA) An area along an enemy avenue of approach where the commander intends to contain and destroy an enemy force with the massed fires of all available weapons. The size and shape of the engagement area is determined by the relatively unobstructed intervisibility from the weapon systems in their firing positions and the maximum range of those weapons.	2.X.2.1.4.3.1	
	G*C*MMAE-- *****	
Offense Maneuver Graphics	2.X.2.1.5	
Offensive Point Graphic	2.X.2.1.5.1	
Point of Departure In night or limited visibility attacks, a specific place on the line of departure (LD) where a unit will cross.	2.X.2.1.5.1.1	
	G*C*MOPD-- *****	

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TABLE E-I. Tactical graphics (cont'd).





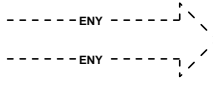
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Offense Line Graphic	2.X.2.1.5.2	
Axis of Advance A line of advance assigned for purposes of control; often a road or a group of roads, or a designated series of locations, extending in the direction of the enemy. Army--A general route of advance, assigned for purposes of control, which extends toward the enemy. An axis of advance symbol graphically portrays a commander's intention, such as avoidance of built-up areas or envelopment of an enemy force. It follows terrain suitable for the size of the force assigned the axis, and is often a road, a group of roads, or a designated series of locations. A commander may maneuver his forces and supporting fires to either side of an axis of advance provided the unit remains oriented on the axis and the objective. Deviations from an assigned axis of advance must not interfere with the maneuver of adjacent units without prior approval of the higher commander. Enemy forces that do not threaten security or jeopardize mission accomplishment may be bypassed. An axis of advance is not used to direct the control of terrain or the clearance of enemy forces from specific locations. Intermediate objectives normally are assigned for these purposes.	2.X.2.1.5.2.1	
Friendly Aviation	2.X.2.1.5.2.1.1	
	GFC*MOLAF- *****	
Friendly Airborne	2.X.2.1.5.2.1.2	
	GFC*MOLAA- *****	
Friendly Attack Helicopter	2.X.2.1.5.2.1.3	
	GFC*MOLAH- *****	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Friendly Ground Axis of Supporting Attack	2.X.2.1.5.2.1.4	
	GFC*MOLAS- *****	
Friendly Ground Axis of Main Attack	2.X.2.1.5.2.1.5	
	GFC*MOLAM- *****	
Friendly Ground Axis On Order with Date and Time (if known) Effective	2.X.2.1.5.2.1.6	
	GFC*MOLAO- *****	
Enemy Confirmed	2.X.2.1.5.2.1.7	
	GHC*MOLAE- *****	
Enemy Templated	2.X.2.1.5.2.1.8	
	GHC*MOLAT- *****	

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TABLE E-I. Tactical graphics (cont'd).


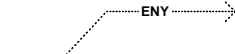
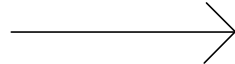
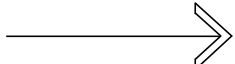
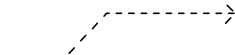
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Direction of Attack A specific direction or route that the main attack or the center of mass of the unit main body of the force will follow. The unit is restricted, required to attack as indicated, and is not normally allowed to bypass the enemy. The direction of attack is used primarily in counterattacks or to ensure that supporting attacks make maximal contribution to the attack. (In NATO, it is referred to as an attack route.) If used, it is normally at battalion and lower levels. Direction of attack is a more restrictive control measure than axis of advance, and units are not free to maneuver off the assigned route. It usually is associated with infantry units conducting nights.	2.X.2.1.5.2.2	
Friendly Aviation	2.X.2.1.5.2.2.1	
	GFC*MOLDF- *****	
Friendly Aviation Planned or On Order	2.X.2.1.5.2.2.2	
	GFC*MOLDY- *****	
Enemy Known/Confirmed Aviation	2.X.2.1.5.2.2.3	
	GHC*MOLDE- *****	
Templated Enemy Aviation	2.X.2.1.5.2.2.4	
	GHC*MOLDT- *****	

Note: White filled icon represents
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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Enemy Confirmed/Known Ground	2.X.2.1.5.2.2.5	
	GHC*MOLDG- *****	
Templated Enemy Ground	2.X.2.1.5.2.2.6	
	GHC*MOLDR- *****	
Friendly Direction of Supporting Attack	2.X.2.1.5.2.2.7	
	GFC*MOLDS- *****	
Friendly Direction of Main Attack	2.X.2.1.5.2.2.8	
	GFC*MOLDM- *****	
Friendly Planned or On Order	2.X.2.1.5.2.2.9	
	GFC*MOLDO- *****	

Note: White filled icon represents
White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).

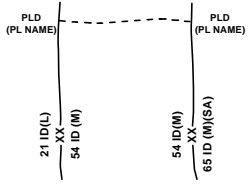



DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Final Coordination Line A line close to the enemy position used to coordinate the lifting and/or shifting of supporting fires with the final deployment of maneuver elements. It should be recognizable on the ground. It is not a fire support coordination measure.	2.X.2.1.5.2.3	
	G*C*MOLF-- *****	
Infiltration Line	2.X.2.1.5.2.4	
	G*C*MOLI-- *****	
Limit of Advance An easily recognized terrain feature beyond which attacking elements will not advance.	2.X.2.1.5.2.5	
	G*C*MOLL-- *****	
Line of Departure 1. In land warfare, a line designated to coordinate the departure of attack elements (commitment of attacking units or scouting elements at a specific time). 2. In amphibious warfare, a suitably marked offshore coordinating line to assist assault craft to land on designated beaches at scheduled times.	2.X.2.1.5.2.6	
	G*C*MOLT-- *****	
Line of Departure/Line of Contact (LD/LC) The designation of forward friendly positions as the LD when opposing forces are in contact.	2.X.2.1.5.2.7	
	G*C*MOLC-- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).


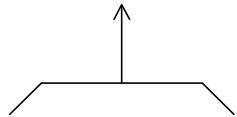
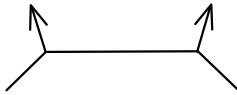

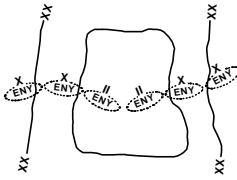
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Probable Line of Deployment (PLD) A line selected on the ground, usually the last covered and concealed position prior to the objective and forward of the line of departure, where attacking units deploy prior to beginning an assault; it is generally used under conditions of limited visibility.	2.X.2.1.5.2.8	
	G*C*MOLP-- *****	
Offense Area Graphic	2.X.2.1.5.3	
Assault Position That position between the line of departure (LD) and the objective in an attack from which forces assault the objective. Ideally, it is the last covered and concealed position before reaching the objective.	2.X.2.1.5.3.1	
	G*C*MOOA-- *****	
Attack Position The last position occupied or passed through by the assault echelon before crossing the line of departure (LD).	2.X.2.1.5.3.2	
Friendly Attack Position	2.X.2.1.5.3.2.1	
	GFC*MOOTF- *****	
Friendly Occupied (only if a unit must stop in the attack position)	2.X.2.1.5.3.2.2	
	GFC*MOOTC- *****	

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TABLE E-I. Tactical graphics (cont'd).

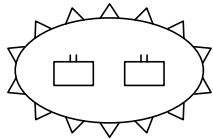
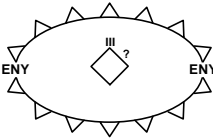
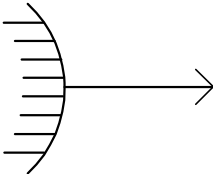
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Friendly Planned, Proposed, or On Order	2.X.2.1.5.3.2.3	 ATK NAME
	GFC*MOOTP- *****	
Attack By Fire Position Fires employed to destroy the enemy from a distance, normally used when the mission does not dictate or support occupation of the objective. This task is usually given to the supporting element during the offensive and as a counterattack option for the reserve during defensive operations.	2.X.2.1.5.3.3	
	G*C*MOOP-- *****	
Support By Fire Position A tactical task by which a maneuver element moves to a position on the battlefield where it can engage the enemy by direct fire. The maneuver element does not attempt to maneuver to capture enemy forces or terrain.	2.X.2.1.5.3.4	
	G*C*MOOS-- *****	
Objective The physical object of the action taken, e.g., a definite tactical feature, the seizure and/or holding of which is essential to the commander's plan. Army--1. The physical object of the action taken (for example, a definite terrain feature, the seizure and/or holding of which is essential to the commander's plan, or the destruction of an enemy force without regard to terrain features). 2. The clearly defined, decisive, and attainable aims towards which every military operation should be directed.	2.X.2.1.5.3.5	 OBJ NAME
	G*C*MOOJ-- *****	
Penetration Box	2.X.2.1.5.3.6	
	G*C*MOOX-- *****	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Special Maneuver Graphic	2.X.2.1.6	
General	2.X.2.1.6.1	
Encirclement The loss of freedom of maneuver to one force resulting from an enemy force's control of all routes of egress and reinforcement.	2.X.2.1.6.1.1	
Friendly	2.X.2.1.6.1.1.1	
	GFC*MSGEF- *****	
Enemy	2.X.2.1.6.1.1.2	
	GHC*MSGFY- *****	
Ambush A surprise attack by fire from concealed positions on a moving or temporarily halted enemy.	2.X.2.1.6.1.2	
	G*C*MSGF-- *****	
Line	2.X.2.1.6.2	

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TABLE E-I. Tactical graphics (cont'd).




DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Airhead A designated area in a hostile or threatened territory which, when seized and held, ensures the continuous air landing of troops and material and provides maneuver space for operations. Normally it is the area seized in the assault phase of an airborne or air assault operation. Army--The airhead contains enough drop zones (DZs), landing zones (LZs), and extraction zones (EZs) to ensure mass, interior lines of communication and defense in depth.	2.X.2.1.6.2.1	
	G*C*MSLA-- *****	
Bridgehead An area of ground held or to be gained on the enemy's side of an obstacle. Army--In river-crossing operations, an area on the enemy's side of the water obstacle that is large enough to accommodate the majority of the crossing force, has adequate terrain to permit defense of the crossing sites, and provides a base for continuing the attack.	2.X.2.1.6.2.2	
	G*C*MSLB-- *****	
Holding Line In retrograde river-crossing operations, the outer limit of the area established between the enemy and the water obstacle to preclude direct and observed indirect fires into crossing areas.	2.X.2.1.6.2.3	
	G*C*MSLH-- *****	
Release Line Phase line used in river-crossing operations that delineates a change in the headquarters controlling movement.	2.X.2.1.6.2.4	
	G*C*MSLR-- *****	
Area	2.X.2.1.6.3	

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TABLE E-I. Tactical graphics (cont'd).



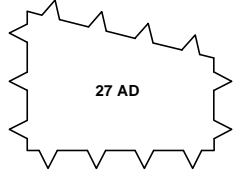


DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Area of Operations (AO) That portion of an area necessary for military operations and for the administration of such operations. Army--A geographical area, usually defined by lateral, forward, and rear boundaries assigned to a commander, by a higher commander, in which he has responsibility and the authority to conduct military operations.	2.X.2.1.6.3.1	
	G*C*MSAO-- *****	
Named Area of Interest A point or area along a particular avenue of approach through which enemy activity is expected to occur. Activity or lack of activity within an NAI will help to confirm or deny a particular enemy course of action.	2.X.2.1.6.3.2	
	G*C*MSAN-- *****	
Targeted Area of Interest The geographical area or point along a mobility corridor the successful interdiction of which will cause an enemy to either abandon a particular course of action or require him to use specialized engineer support to continue and where he can be acquired and engaged by friendly forces. Not all TAIs will form part of the friendly COA; only TAIs associated with higher payoff targets (HTPs) are of interest to the staff. These are identified during staff planning and wargaming. TAIs differ from engagement areas in degree. Engagement areas plan for the use of all available weapons; TAIs might be engaged by a single weapon.	2.X.2.1.6.3.3	
	G*C*MSAT-- *****	
Mobility/Survivability A battlefield operating system (BOS) which preserves the freedom of maneuver of friendly forces (includes breaching enemy obstacles, increasing battlefield circulation, improving existing routes, etc.) and protects them from the effects of enemy weapon systems and from natural occurrences (includes hardening of facilities and fortification of battle positions).	2.X.2.2	
Obstacles An obstruction designed or employed to disrupt, fix, turn, or block the movement of an opposing force and to impose additional losses in personnel, time, and equipment on the opposing force. Obstacles can exist naturally or can be man-made, or can be a combination of both. Obstacles can be used to protect friendly forces from close assault.	2.X.2.2.1	
General	2.X.2.2.1.1	

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TABLE E-I. Tactical graphics (cont'd).

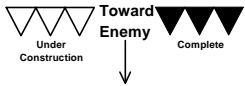





DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Belt Normally, a brigade-level obstacle control measure that specifies the intent and location of subordinate obstacles. It also supports the intent of the higher headquarters obstacle zone.	2.X.2.2.1.1.1	
	G*C*BOGB-- *****	
Line	2.X.2.2.1.1.2	
	G*C*BOGL-- *****	
Zone A division-level command and control measure, normally done graphically, to designate specific land areas where lower echelons are allowed to employ tactical obstacles.	2.X.2.2.1.1.3	
	G*C*BOGZ-- *****	
Abatis A vehicular obstacle constructed by felling trees (leaving a 1-2 meter stump above the ground on both sides of a road, trail, gap, or defile) so that they fall, interlocking, toward the expected direction of enemy approach. The trees should remain attached to the stumps, be at a 45 degree angle to the roadway, and the obstacle itself should be at least 75 meters in depth to be most effective.	2.X.2.2.1.2	
	G*C*BOA--- *****	
Antitank Obstacles	2.X.2.2.1.3	

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TABLE E-I. Tactical graphics (cont'd).

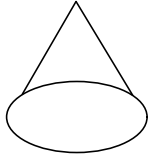
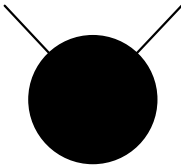
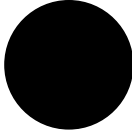
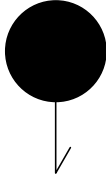
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Antitank Ditch	2.X.2.2.1.3.1	
	G*C*BOATO- *****	
Antitank Ditch Reinforced with Antitank Mines	2.X.2.2.1.3.2	
	G*C*BOATM- *****	
Antitank Obstacles, Tetrahedrons, Dragon's Teeth and Other Similar Obstacles	2.X.2.2.1.3.3	<p>Fixed and Prefabricated </p> <p>Movable </p> <p>Movable and Prefabricated </p>
	G*C*BOATD- *****	
Antitank Wall	2.X.2.2.1.3.4	
	G*C*BOATW- *****	

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TABLE E-I. Tactical graphics (cont'd).

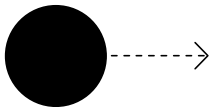
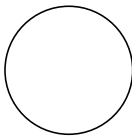

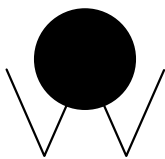

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Booby Trap An explosive or nonexplosive device or other material deliberately placed to cause casualties when an apparently harmless object is disturbed or a normally safe act is performed.	2.X.2.2.1.4	
	G*C*BOAB-- *****	
Mines	2.X.2.2.1.5	
Antipersonnel (AP) Mines	2.X.2.2.1.5.1	
	G*C*BOAMA- *****	
Antitank Mine (AT)	2.X.2.2.1.5.2	
	G*C*BOAMT- *****	
Antitank Mine with Anti Handling Device	2.X.2.2.1.5.3	
	G*C*BOAMD- *****	

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TABLE E-I. Tactical graphics (cont'd).

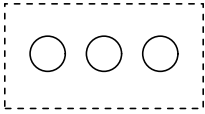
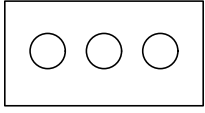


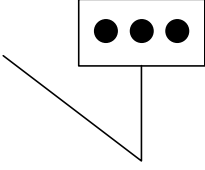
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Antitank Mine (Arrow Shows Effects) "Claymore Mine"	2.X.2.2.1.5.4	
	G*C*BOAMC- *****	
Unspecified Mine	2.X.2.2.1.5.5	
	G*C*BOAMU- *****	
Mine Cluster	2.X.2.2.1.5.6	
	G*C*BOAMN- *****	
Wide Area Mines	2.X.2.2.1.5.7	
	G*C*BOAMW- *****	
Minefields An area of ground containing mines laid with or without pattern.	2.X.2.2.1.6	

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TABLE E-I. Tactical graphics (cont'd).

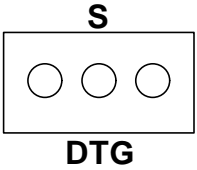
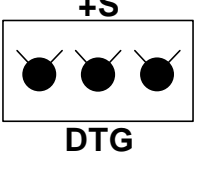
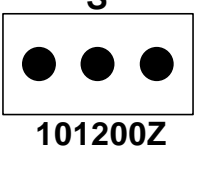
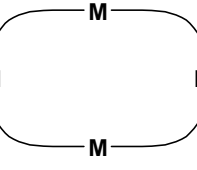
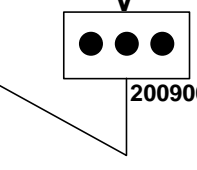
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Planned Minefield	2.X.2.2.1.6.1	
	G*C*BOAIP- *****	
Completed Minefield	2.X.2.2.1.6.2	
	G*C*BOAIC- *****	
Antipersonnel (AP) Minefield	2.X.2.2.1.6.3	
	G*C*BOAIL- *****	
Antitank (AT) Minefield with Gap	2.X.2.2.1.6.4	 272100Z SEP - 300400Z SEP
	G*C*BOAIG- *****	
Antitank (AT) Minefield	2.X.2.2.1.6.5	
	G*C*BOAIN- *****	

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TABLE E-I. Tactical graphics (cont'd).



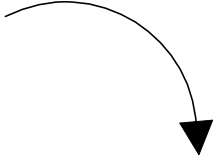
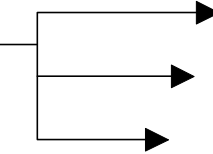
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Scatterable Mines	2.X.2.2.1.6.6	
	G*C*BOAIS- *****	
Antipersonnel (AP) Minefield Reinforced with Scatterable with Self-Destruct Date-Time-Group	2.X.2.2.1.6.7	
	G*C*BOAIH- *****	
Scatterable Minefield (Antitank Mines) with Self-Destruct Date-Time-Group	2.X.2.2.1.6.8	
	G*C*BOAID- *****	
Mined Area	2.X.2.2.1.6.9	
	G*C*BOAIM- *****	
Executed Volcano Minefield	2.X.2.2.1.7	
	G*C*BOAV-- *****	

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TABLE E-I. Tactical graphics (cont'd).

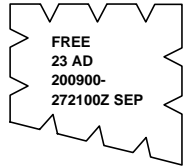
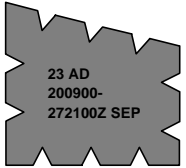
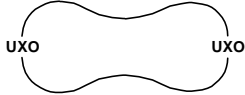

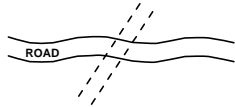
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Obstacle Effect	2.X.2.2.1.8	
Block	2.X.2.2.1.8.1	
	G*C*BOAEB- *****	
Fix	2.X.2.2.1.8.2	
	G*C*BOAEF- *****	
Turn	2.X.2.2.1.8.3	
	G*C*BOAET- *****	
Disrupt	2.X.2.2.1.8.4	
	G*C*BOAED- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).




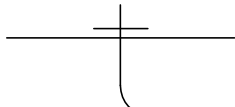

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Obstacle Free Area An area the commander designates as restricted from the emplacement of man-made obstacles, normally to facilitate future operations.	2.X.2.2.1.9	
	G*C*BOAF-- *****	
Obstacle-Restricted Area A command and control measure used to limit the type or number of obstacles within an area.	2.X.2.2.1.9.1	
	G*C*BOAFR- *****	
Unexploded ordnance Area (UXO) Explosive ordnance which has been primed, fused, armed, or otherwise prepared for action, and which has been fired, dropped, launched, or placed in such a manner as to constitute a hazard to operations, installations, personnel, or material, and remains unexploded either by malfunction or for any other cause.	2.X.2.2.1.10	
	G*C*BOAU-- *****	
Roadblocks, Craters, and Blown Bridges A barrier or obstacle (usually covered by fire) used to block or limit the section of the road.	2.X.2.2.1.11	
Planned (usually used to close a lane through an antitank ditch or other obstacles)	2.X.2.2.1.11.1	
	G*C*BOARP- *****	

Note: White filled icon represents
 White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).






DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Explosives, State of Readiness 1 (Safe)	2.X.2.2.1.11.2	
	G*C*BOARE- *****	
Explosives, State of Readiness 2 (armed but passable)	2.X.2.2.1.11.3	
	G*C*BOARS- *****	
Roadblock Complete (Executed)	2.X.2.2.1.11.4	
	G*C*BOARC- *****	
Trip Wire	2.X.2.2.1.12	
	G*C*BOAP-- *****	
Wire Obstacles	2.X.2.2.1.13	

Note: White filled icon represents
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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).


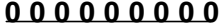
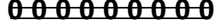
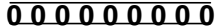


DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Unspecified	2.X.2.2.1.13.1	
	G*C*BOAWU- *****	
Single Fence	2.X.2.2.1.13.2	
	G*C*BOAWS- *****	
Double Fence	2.X.2.2.1.13.3	
	G*C*BOAWD- *****	
Double Apron Fence	2.X.2.2.1.13.4	
	G*C*BOAWA- *****	
Low Wire Fence	2.X.2.2.1.13.5	
	G*C*BOAWL- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).

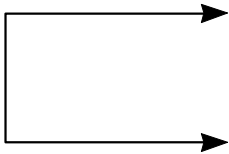
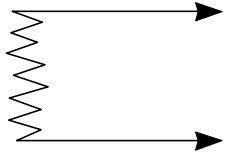


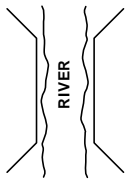
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
High Wire Fence	2.X.2.2.1.13.6	
	G*C*BOAWH- *****	
Single Concertina	2.X.2.2.1.13.7	
	G*C*BOAWC- *****	
Double Strand Concertina	2.X.2.2.1.13.8	
	G*C*BOAWB- *****	
Triple Strand Concertina	2.X.2.2.1.13.9	
	G*C*BOAWR- *****	
Obstacle Bypass A tactical task which involves maneuvering around an obstacle, position, or enemy force to maintain the momentum of advance.	2.X.2.2.2	
Obstacle Bypass Difficulty	2.X.2.2.2.1	

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TABLE E-I. Tactical graphics (cont'd).

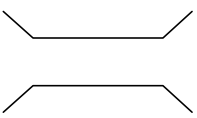
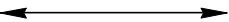

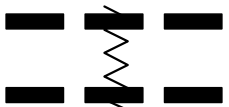
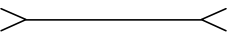
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Bypass Easy	2.X.2.2.2.1.1	
	G*C*BYOE-- *****	
Bypass Difficult	2.X.2.2.2.1.2	
	G*C*BYOD-- *****	
Bypass Impossible	2.X.2.2.2.1.3	
	G*C*BYOI-- *****	
Crossing Site/Water Crossing The location along a water obstacle where the crossing can be made using amphibious vehicles, assault boats, rafts, bridges, or fording vehicles.	2.X.2.2.2.2	
Assault Crossing Area	2.X.2.2.2.2.1	
	G*C*BYCA-- *****	

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TABLE E-I. Tactical graphics (cont'd).

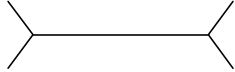
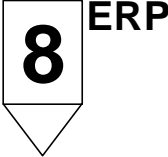

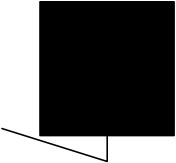
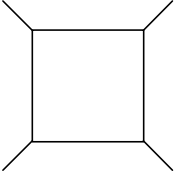
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Bridge or Gap An area within a minefield or obstacle belt, free of live mines or obstacles, whose width and direction will allow a friendly force to pass through in tactical formation. Army-- 1. Any break or breach in the continuity of tactical dispositions or formations beyond effective small arms coverage. 2. A portion of a minefield of specified width, in which no mines have been laid, to enable a friendly force to pass through the minefield in tactical formation. 3. A ravine, mountain pass, or river that presents an obstacle that must be bridged.	2.X.2.2.2.2.2	
	G*C*BYCB-- *****	
Ferry	2.X.2.2.2.2.3	
	G*C*BYCF-- *****	
Ford/Ford Easy A shallow part of a body of water that can be crossed without bridging, boats, or rafts. A location in a water barrier where the physical characteristics of current, bottom, and approaches permit the passage of personnel and/or vehicles and other equipment that remain in contact with the bottom.	2.X.2.2.2.2.4	
	G*C*BYCE-- *****	
Ford Difficult	2.X.2.2.2.2.5	
	G*C*BYCD-- *****	
Lane A route through an enemy or friendly obstacle which provides a passing force safe passage. The route may be reduced and proofed as part of a breach operation, or constructed as part of a friendly obstacle. A clear route through an obstacle.	2.X.2.2.2.2.6	
	G*C*BYCL-- *****	

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TABLE E-I. Tactical graphics (cont'd).



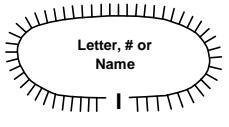
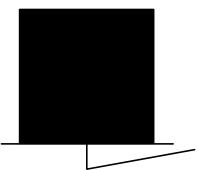
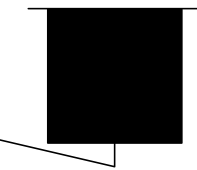
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Raft Site	2.X.2.2.2.7	
	G*C*BYCR-- *****	
Engineer Regulating Point Checkpoint to ensure that vehicles do not exceed the capacity of the crossing means and to give drivers final instructions on site-specific procedures and information, such as speed and vehicle interval.	2.X.2.2.2.8	
	G*C*BYCG-- *****	
Survivability 1. Includes all aspects of protecting personnel, weapons, and supplies while simultaneously deceiving the enemy. 2. Encompasses planning and locating position sites, designing adequate overhead cover, analyzing terrain and construction materials, selecting excavation methods, and countering the effects of direct fire weapons.	2.X.2.2.3	
Earthwork, Small Trench, or Fortification (line points to exact location)	2.X.2.2.3.1	
	G*C*BSE--- *****	
Fort	2.X.2.2.3.2	
	G*C*BSF--- *****	

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White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).

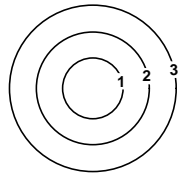
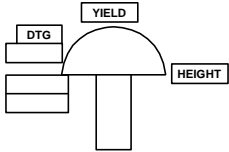
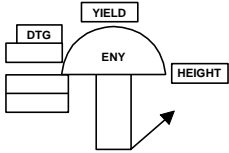
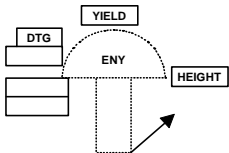
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Fortified Line	2.X.2.2.3.3	
	G*C*BSL--- *****	
Foxhole, Emplacement, or Weapon Site	2.X.2.2.3.4	
	G*C*BSE--- *****	
Strong Point A defensive position, usually strongly fortified and heavily armed with automatic weapons, around which other positions are grouped for its protection. Army-- A position requiring extensive engineer effort for obstacles and survivability positions and positioned to control or block an avenue of approach. Normally, command and control, aid stations, and critical supply stockpiles will be dug-in with overhead protection. Trenches and other protective construction will be done to protect soldiers and weapons from damage during assault by mounted and dismounted forces.	2.X.2.2.3.5	
	G*C*BSP--- *****	
Surface Shelter	2.X.2.2.3.6	
	G*C*BSH--- *****	
Underground Shelter	2.X.2.2.3.7	
	G*C*BSU--- *****	

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TABLE E-I. Tactical graphics (cont'd).

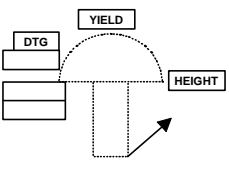
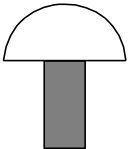
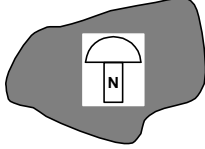
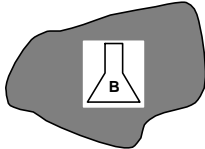
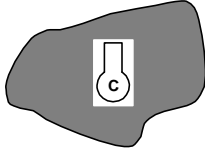
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Nuclear, Biological, and Chemical Graphics	2.X.2.2.4	
Minimum Safe Distance Zones	2.X.2.2.4.1	
	G*C*BWM--- *****	
Nuclear Detonations Friendly Ground Zero	2.X.2.2.4.2	
	G*C*BWN--- *****	
Enemy Known Ground Zero	2.X.2.2.4.3	
	GHC*BWE--- *****	
Enemy Templated	2.X.2.2.4.4	
	GHC*BWI--- *****	

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TABLE E-I. Tactical graphics (cont'd).

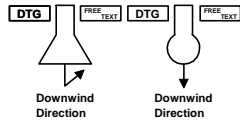



DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Friendly Planned or On-Order	2.X.2.2.4.5	
	G* C *BWF--- *****	
Fallout Producing The precipitation to earth of radioactive particulate matter from a nuclear cloud; also applied to the particulate matter itself.	2.X.2.2.4.6	
	G* C *BWP--- *****	
Radioactive Area	2.X.2.2.4.7	 Shown in Yellow (if Available)
	G* C *BWR--- *****	
Biologically Contaminated Area	2.X.2.2.4.8	 Shown in Yellow (if Available)
	G* C *BWC--- *****	
Chemically Contaminated Area	2.X.2.2.4.9	 Shown in Yellow (if Available)
	G* C *BWH--- *****	

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TABLE E-I. Tactical graphics (cont'd).



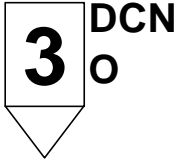

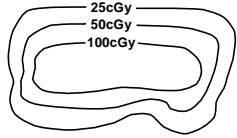
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Biological and Chemical Attack, Release Events	2.X.2.2.4.10	
	G*C*BWK--- *****	
Decontamination Points	2.X.2.2.4.11	
Decon Site/Point (Unspecified)	2.X.2.2.4.11.1	
	G*C*BWDP-- *****	
Alternate Decon Site/Point (Unspecified)	2.X.2.2.4.11.2	
	G*C*BWDA-- *****	
Decon Site/Point (Troops)	2.X.2.2.4.11.3	
	G*C*BWDT-- *****	

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TABLE E-I. Tactical graphics (cont'd).




DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Decon Site/Point (Equipment)	2.X.2.2.4.11.4	
	G*C*BWDE-- *****	
Decon Site/Point (Equipment and Troops)	2.X.2.2.4.11.5	
	G*C*BWDS-- *****	
Decon Site/Point (Operational Decontamination)	2.X.2.2.4.11.6	
	G*C*BWDO-- *****	
Decon Site/point (Thorough Decontamination)	2.X.2.2.4.11.7	
	G*C*BWDG-- *****	
Dose Rate Contour Lines	2.X.2.2.4.12	
	G*C*BWR--- *****	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Fire Support Graphics	2.X.2.3	
Fire Support Point	2.X.2.3.1	
Target 1. A geographical area, complex, or installation planned for capture or destruction by military forces. 2. In intelligence usage, a country, area, installation, agency, or person against which intelligence operations are directed. 3. An area designated and numbered for future firing. 4. In gunnery and engagement usage, an impact burst which hits the target. 5. (NATO) In radar, any discrete object which reflects or retransmits energy back to the radar equipment, or the object of a radar search or surveillance. Army--an object, vehicle, individual, etc., which is the aiming point of any weapon or weapon system.	2.X.2.3.1.1	
Point/Single Target	2.X.2.3.1.1.1	
	G*C*FSTP-- *****	
Circular Target	2.X.2.3.1.1.2	
	G*C*FSTC-- *****	
Fire Support Station	2.X.2.3.1.2	
	G*C*FSS--*****	
Fire Support Lines	2.X.2.3.2	

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TABLE E-I. Tactical graphics (cont'd).



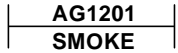
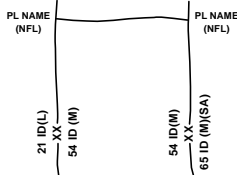
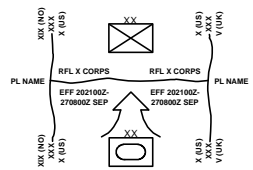
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Fire Support Coordination Line (FSCL) Designated by a line extending across the assigned areas of the establishing headquarters. The indicator of the establishing headquarters is shown after the letters FSCL. Figure E6 depicts an FSCL effective from 050030Z APR.	2.X.2.3.2.1	
	G*C*FLC--- *****	
Coordinated Fire Line (CFL)	2.X.2.3.2.2	
	G*C*FLF--- *****	
Linear Target	2.X.2.3.2.3	
	G*C*FLT--- *****	
Final Protective Fire	2.X.2.3.2.3.1	
	G*C*FLTP-- *****	
Smoke	2.X.2.3.2.4	

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TABLE E-I. Tactical graphics (cont'd).


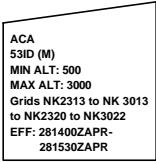

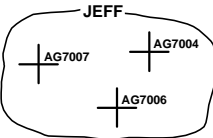
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Planned with Designated Time Shown	2.X.2.3.2.4.1	
	G*C*FLKP-- *****	
Smoke (Actually in Place)	2.X.2.3.2.4.2	
	G*C*FLKS-- *****	
Linear Smoke Target	2.X.2.3.2.4.3	
	G*C*FLKT-- *****	
No Fire Line A line short of which artillery or ships do not fire except on request or approval of the supported commander, but beyond which they may fire at any time without danger to friendly troops.	2.X.2.3.2.5	
	G*C*FLN--- *****	
Restrictive Fire Line (RFL) A line established between converging friendly forces (one or both may be moving) that prohibits fires or effects from fires across the line without coordination with the affected force. It is established by the commander of the converging forces.	2.X.2.3.2.6	
	G*C*FLR--- *****	

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TABLE E-I. Tactical graphics (cont'd).

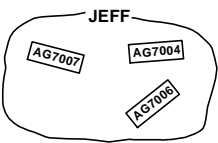


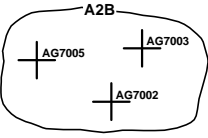
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Areas	2.X.2.3.3	
Fire Support Area	2.X.2.3.3.1	
	G*C*FAS--- *****	
Airspace Coordination Area The airspace coordination area is represented by the general ACA symbol outlined by a rectangle.	2.X.2.3.3.2	
	G*C*FAC--- *****	
Area Target	2.X.2.3.3.3	
	G*C*FAT--- *****	
Series Target In fire support, a number of targets and/or groups of targets planned in a predetermined time sequence to support a maneuver phase. A series of targets is indicated by a code name or nickname.	2.X.2.3.3.4	
Series of Targets Using Regular Targets	2.X.2.3.3.4.1	
	G*C*FARS-- *****	

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TABLE E-I. Tactical graphics (cont'd).

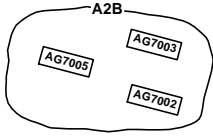



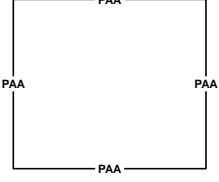
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Series of Targets Using Rectangular Targets	2.X.2.3.3.4.2	
	G*C*FARU-- *****	
Bomb Area	2.X.2.3.3.5	
	G*C*FAB--- *****	
Free Fire Area (FFA) A specific designated area into which any weapon system may fire without additional coordination with the establishing headquarters. Normally, it is established on identifiable terrain by division or higher headquarters.	2.X.2.3.3.6	
	G*C*FAI---*****	
Group of Targets Two or more targets on which fire is desired simultaneously. A group of targets is designated by a letter/number combination.	2.X.2.3.3.7	
Group of Targets Using Regular Targets	2.X.2.3.3.7.1	
	G*C*FAZT-- *****	

Note: White filled icon represents
White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).


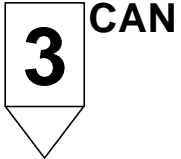

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Group of Targets Using Rectangular Targets	2.X.2.3.3.7.2	
	G*C*FAZU-- *****	
No Fire Area An area in which no fires or effects of fires are allowed. Two exceptions are (1) when establishing headquarters approves fires temporarily within the NFA on a mission basis, and (2) when the enemy force within the NFA engages a friendly force, the commander may engage the enemy to defend his force.	2.X.2.3.3.8	
	G*C*FAN--- *****	
Nuclear Target	2.X.2.3.3.9	
	G*C*FAU--- *****	
Restricted Fire Area (RFA) An area in which specific restrictions are imposed and into which fires that exceed those restrictions may not be delivered without prior coordination with the establishing headquarters.	2.X.2.3.3.10	
	G*C*FAD--- *****	
Position Area for Artillery (PAA) An area assigned to an M109A6 "Paladin" platoon and other artillery units for terrain management purposes in which the artillery maneuvered.	2.X.2.3.3.11	
	G*C*FAP--- *****	

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TABLE E-I. Tactical graphics (cont'd).





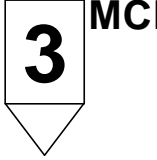
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Combat Service Support The essential capabilities, functions, activities, and tasks necessary to sustain all elements of operating forces in theater at all levels of war. Within the national and theater logistic systems, it includes, but is not limited to, that support rendered by service forces in ensuring the aspects of administrative services, chaplain services, civil affairs, finance, legal, supply, maintenance, transportation, health services, construction, troop construction, acquisition and disposal of real property, facilities engineering, topographic and geodetic engineering functions, food service, graves registration, laundry, dry cleaning, bath, property disposal, and other services required by aviation and ground combat troops to permit those units to accomplish their missions in combat. Combat service support encompasses those activities at all levels of war that produce sustainment to all operating forces on the battlefield.	2.X.2.4	
Points	2.X.2.4.1	
Ambulance Exchange Point A location where a patient is transferred from one ambulance to another en route to a medical treatment facility. This may be an established point in an ambulance shuttle system or it may be designated independently.	2.X.2.4.1.1	
	G*C*SPA--- *****	
Cannibalization Point To remove serviceable parts from one item of equipment in order to install them on another item of equipment. Army--The authorized removal of parts or components from economically unrepairable or disposable items or assemblies and making them available for reuse.	2.X.2.4.1.2	
	G*C*SPC--- *****	
Casualty Collection Point	2.X.2.4.1.3	
	G*C*SPY--- *****	

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TABLE E-I. Tactical graphics (cont'd).






DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Civilian Collection Point	2.X.2.4.1.4	
	G*C*SPT--- *****	
Detainee Collection Point	2.X.2.4.1.5	
	G*C*SPD--- *****	
Enemy Prisoner of War (EPW) Collection Point	2.X.2.4.1.6	
	GHC*SPE--- *****	
Logistics Release Point (LRP) 1. The point along the supply route (SR) where unit first sergeant or unit guide takes control of a company LOGPAC. 2. The point along the supply route where the supported unit meets the supporting unit to transfer supplies.	2.X.2.4.1.7	
	G*C*SPL--- *****	
Maintenance Collection Point A point established to collect equipment awaiting repair, controlled exchange, cannibalization or evacuation. May be operated by the user or by intermediate maintenance units.	2.X.2.4.1.8	
	G*C*SPM--- *****	

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TABLE E-I. Tactical graphics (cont'd).

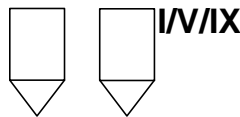



DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Rearm, Refuel, and Resupply Point A designated point through which a unit passes where it receives fuel, ammunition, and other necessary supplies to continue combat operations.	2.X.2.4.1.9	 R3P
	G*C*SPR--- *****	
Refuel on the Move (ROM) Point Conducted during long movements where vehicles receive a prescribed (timed) amount of fuel and then continue their movement.	2.X.2.4.1.10	 ROM
	G*C*SPU--- *****	
Traffic Control Post (TCP) A place at which traffic is controlled either by military police or by mechanical means.	2.X.2.4.1.11	 TCP
	G*C*SPO--- *****	
Trailer Transfer Point A location where trailers are transferred from one carrier to another while en route.	2.X.2.4.1.12	 TTP
	G*C*SPI---*****	
Unit Maintenance Collection Point	2.X.2.4.1.13	 UMCP
	G*C*SPN--- *****	

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TABLE E-I. Tactical graphics (cont'd).

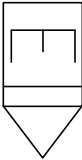
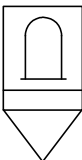
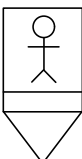

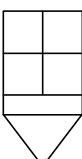
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Supply Points Any point where supplies are issued in detail.	2.X.2.4.1.14	
General Supply Point	2.X.2.4.1.14.1	
	G*C*SPQT-- *****	
Class I	2.X.2.4.1.14.2	
	G*C*SPQA-- *****	
Class II	2.X.2.4.1.14.3	
	G*C*SPQB-- *****	
Class III	2.X.2.4.1.14.4	
	G*C*SPQC-- *****	

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TABLE E-I. Tactical graphics (cont'd).

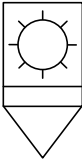




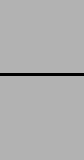
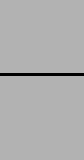
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Class IV	2.X.2.4.1.14.5	
	G*C*SPQD-- *****	
Class V	2.X.2.4.1.14.6	
	G*C*SPQE-- *****	
Class VI	2.X.2.4.1.14.7	
	G*C*SPQF-- *****	
Class VII	2.X.2.4.1.14.8	
	G*C*SPQG-- *****	
Class VIII	2.X.2.4.1.14.9	
	G*C*SPQH-- *****	

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TABLE E-I. Tactical graphics (cont'd).

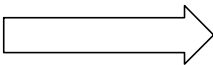
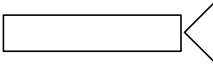
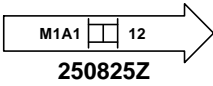


DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Class IX	2.X.2.4.1.14.10	
	G*C*SPQI-- *****	
Class X	2.X.2.4.1.14.11	
	G*C*SPQJ-- *****	
Ammunition Points	2.X.2.4.1.15	
ASP	2.X.2.4.1.15.1	
	G*C*SPMA-- *****	
ATP	2.X.2.4.1.15.2	
	G*C*SPMT-- *****	
Lines	2.X.2.4.2	
Convoys A group of vehicles organized for the purpose of control and orderly movement with or without escort protection. Army--A group of vehicles that move over the same route at the same time and under one commander.	2.X.2.4.2.1	

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TABLE E-I. Tactical graphics (cont'd).






DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Moving Convoy	2.X.2.4.2.1.1	
	G*C*SLCM-- *****	
Halted Convoy	2.X.2.4.2.1.2	
	G*C*SLCH-- *****	
A column of 12 Medium Tanks at 0825 on the 25th	Example	
Supply Routes	2.X.2.4.2.2	
Main Supply Route The route or routes designated with an area of operations on which the bulk of traffic flows in support of military operations.	2.X.2.4.2.2.1	
	G*C*SLRM-- *****	

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TABLE E-I. Tactical graphics (cont'd).

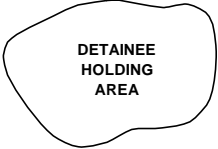

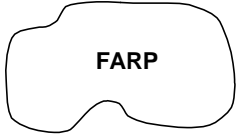
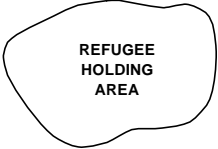

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Alternate Supply Route A route or routes designated within an area of operations to provide for the movement of traffic when main supply routes become disabled or congested.	2.X.2.4.2.2.2	
	G*C*SLRA-- *****	
One-Way Traffic	2.X.2.4.2.2.3	
	G*C*SLRO-- *****	
Alternating Traffic	2.X.2.4.2.2.4	
	G*C*SLRT-- *****	
Two-Way Traffic	2.X.2.4.2.2.5	
	G*C*SLRW-- *****	
Area	2.X.2.4.3	

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TABLE E-I. Tactical graphics (cont'd).

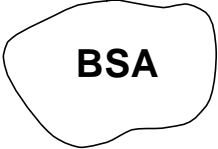
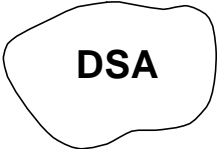


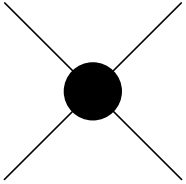

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Detainee Holding Area	2.X.2.4.3.1	
	G*C*SAD--- *****	
Enemy Prisoner of War (EPW) Holding Area	2.X.2.4.3.2	
	GHC*SAP--- *****	
Forward Arming and Refueling Point (FARP) A temporary facility that is organized, equipped, and deployed by an aviation commander and normally located in the main battle area closer to the area of operations than the aviation unit's combat service support (CSS) area. It provides fuel and ammunition necessary for the employment of aviation maneuver units in combat. It permits combat aircraft to rapidly refuel and rearm simultaneously.	2.X.2.4.3.3	
	G*C*SAR--- *****	
Refugee Holding Area	2.X.2.4.3.4	
	G*C*SAH--- *****	
Support Areas A designated area in which combat services support (CSS) elements and some staff elements locate to support a unit.	2.X.2.4.3.5	

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TABLE E-I. Tactical graphics (cont'd).

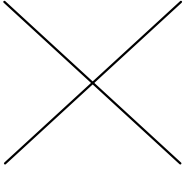
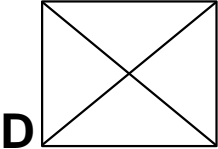

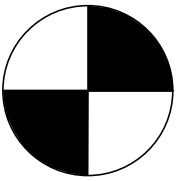
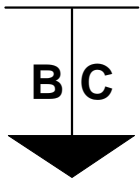
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Brigade Support Area(BSA) A designated area in which combat service support (CSS) elements from division support command (DISCOM) and corps support command (COSCOM) provide logistic support to a brigade. The forward support battalion (FSB) manages the terrain and unit locations.	2.X.2.4.3.5.1	
	G*C*SATB-- *****	
Division(DSA) An area normally located in the division rear and often positioned near air landing facilities along the main supply route (MSR). The DSA contains the portions of the division rear command post, DISCOM CO and units organic and attached to the DISCOM. It may also contain COSCPM units supporting the division.	2.X.2.4.3.5.2	
	G*C*SATD-- *****	
Regimental (RSA)	2.X.2.4.3.5.3	
	G*C*SATR-- *****	
Command and Control The exercise of authority and direction by a properly designated commander over assigned forces in the accomplishment of the mission. Command and control functions are performed through an arrangement of personnel, equipment, communications, and procedures employed by a commander in planning, directing, coordinating, and controlling forces and operations in the accomplishment of a mission.	2.X.2.5	
Special Point	2.X.2.5.1	
	G*C*OX---- *****	
Reference Point	2.X.2.5.1.2	

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TABLE E-I. Tactical graphics (cont'd).

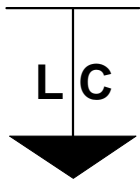
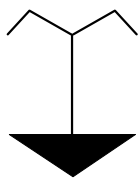

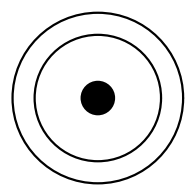
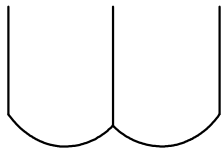
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
NAV Reference	2.X.2.5.1.2.1	
	G*C*OXRN-- *****	
DLRP	2.X.2.5.1.2.2	
	G*C*OXRD-- *****	
Underwater	2.X.2.5.1.3	
Datum	2.X.2.5.1.3.1	
	G*C*OXUD-- *****	
Brief Contact	2.X.2.5.1.3.2	
	G*C*OXUB-- *****	

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TABLE E-I. Tactical graphics (cont'd).

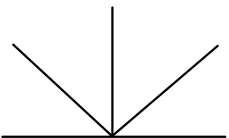
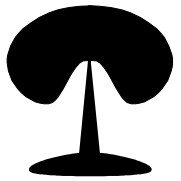
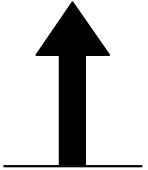
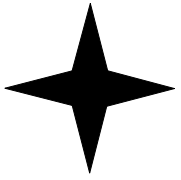
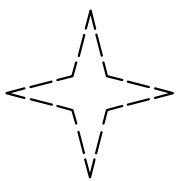
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Lost Contact	2.X.2.5.1.3.3	
	G*C*OXUL-- *****	
Sinker	2.X.2.5.1.3.4	
	G*C*OXUS-- *****	
Weapon	2.X.2.5.1.4	
Aim Point	2.X.2.5.1.4.1	
	G*C*OXWA-- *****	
Drop Point	2.X.2.5.1.4.2	
	G*C*OXWD-- *****	

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TABLE E-I. Tactical graphics (cont'd).

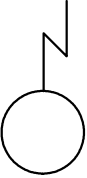
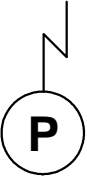
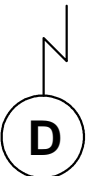
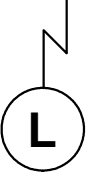
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Entry Point	2.X.2.5.1.4.3	
	G*C*OXWE-- *****	
Ground Zero	2.X.2.5.1.4.4	
	G*C*OXWG-- *****	
MSL Detect Point	2.X.2.5.1.4.5	
	G*C*OXWM-- *****	
Impact Point	2.X.2.5.1.4.6	
	G*C*OXWI-- *****	
Predicted Impact Point	2.X.2.5.1.4.7	
	G*C*OXWP-- *****	

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TABLE E-I. Tactical graphics (cont'd).

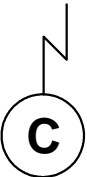
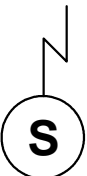
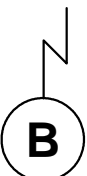
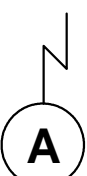

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Sonobuoy	2.X.2.5.1.5	
	G*C*OXY--- *****	
Pattern Center	2.X.2.5.1.5.1	
	G*C*OXP-- *****	
DIFAR	2.X.2.5.1.5.2	
	G*C*OXYD-- *****	
LOFAR	2.X.2.5.1.5.3	
	G*C*OXYL-- *****	

Note: White filled icon represents
White opaque filled icon.

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).

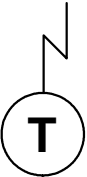
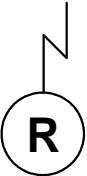
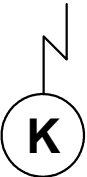
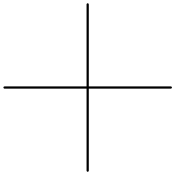
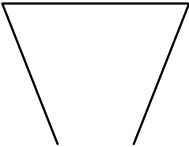
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
CASS	2.X.2.5.1.5.4	
	G*C*OXYC-- *****	
DICASS	2.X.2.5.1.5.5	
	G*C*OXYB-- *****	
BT	2.X.2.5.1.5.6	
	G*C*OXYB-- *****	
ANM	2.X.2.5.1.5.7	
	G*C*OXYA-- *****	
VLAD	2.X.2.5.1.5.8	
	G*C*OXYV-- *****	

Note: White filled icon represents
White opaque filled icon.

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).

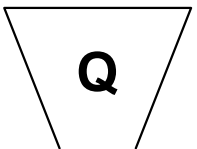
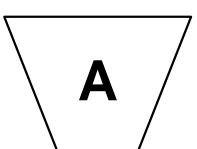
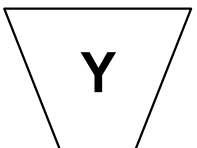
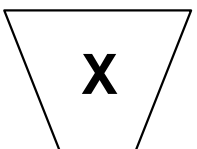
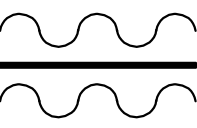
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	SYMBOL ID	
ATAC	2.X.2.5.1.5.9	
	G*C*OXYT-- *****	
RO	2.X.2.5.1.5.10	
	G*C*OXYR-- *****	
Kingpin	2.X.2.5.1.5.11	
	G*C*OXYK-- *****	
Formation	2.X.2.5.1.6	
	G*C*OXN--- *****	
Harbor	2.X.2.5.1.7	
	G*C*OXH--- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).

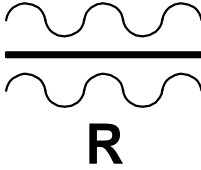
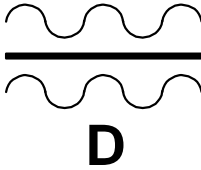
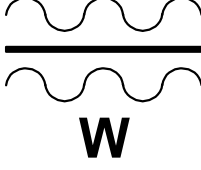
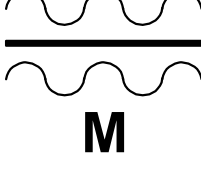
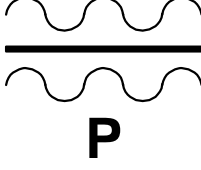
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Point Q	2.X.2.5.1.7.1	
	G*C*OXHQ-- *****	
Point A	2.X.2.5.1.7.2	
	G*C*OXHA-- *****	
Point Y	2.X.2.5.1.7.3	
	G*C*OXHY-- *****	
Point X	2.X.2.5.1.7.4	
	G*C*OXHX-- *****	
Route	2.X.2.5.1.8	
	G*C*OXR--- *****	

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White opaque filled icon.

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).



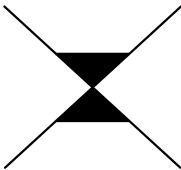
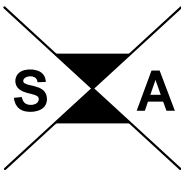

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Rendezvous	2.X.2.5.1.8.1	
	G*C*OXRR-- *****	
Diversions	2.X.2.5.1.8.2	
	G*C*OXRD-- *****	
Waypoint	2.X.2.5.1.8.3	
	G*C*OXRW-- *****	
PIM	2.X.2.5.1.8.4	
	G*C*OXRP-- *****	
Point R	2.X.2.5.1.8.5	
	G*C*OXRT-- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).

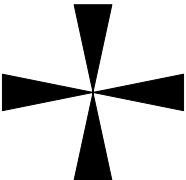

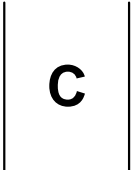

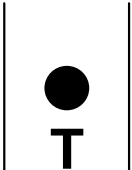
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Hazard	2.X.2.5.1.9	
Oil Rig	2.X.2.5.1.9.1	
	G*C*OXZO-- *****	
Search	2.X.2.5.1.10	
	G*C*OXS--- *****	
Search Area	2.X.2.5.1.10.1	
	G*C*OXSA-- *****	
DIP Position	2.X.2.5.1.10.2	
	G*C*OXSD-- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).

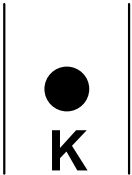
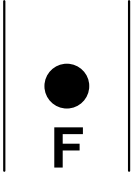
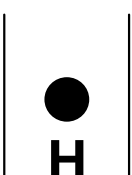
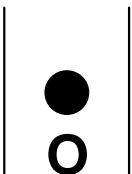
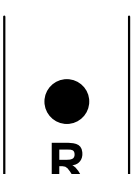
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Search Center	2.X.2.5.1.10.3	
	G*C*OXSC-- *****	
Air Control	2.X.2.5.1.11	
CAP	2.X.2.5.1.11.1	
	G*C*OXAC-- *****	
AEW	2.X.2.5.1.11.2	
	G*C*OXAA-- *****	
TACAN	2.X.2.5.1.11.3	
	G*C*OXAT-- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).

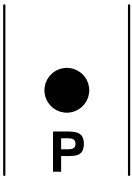
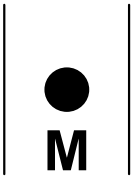
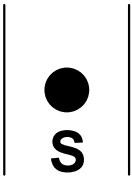
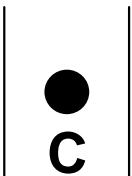
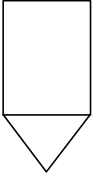
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Tanking	2.X.2.5.1.11.4	
	G*C*OXAK-- *****	
ASW F/W	2.X.2.5.1.11.5	
	G*C*OXAF-- *****	
ASW Helo	2.X.2.5.1.11.6	
	G*C*OXAH-- *****	
Tomcat	2.X.2.5.1.11.7	
	G*C*OXAO-- *****	
Rescue	2.X.2.5.1.11.8	
	G*C*OXAR-- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).

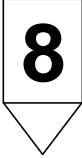
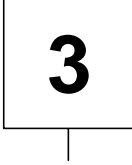
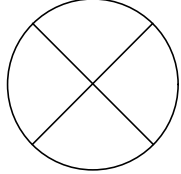


DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Replenish	2.X.2.5.1.11.9	
	G*C*OXAP-- *****	
Marshall	2.X.2.5.1.11.10	
	G*C*OXAM-- *****	
Strike IP	2.X.2.5.1.11.11	
	G*C*OXAS-- *****	
Corridor Tab	2.X.2.5.1.11.12	
	G*C*OXAD-- *****	
General or Unspecified Command and Control Point	2.X.2.5.2	
	G*C*OG---- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).


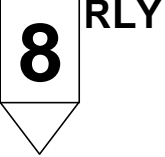


DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Checkpoint 1. A predetermined point on the surface of the Earth used as a means of controlling movement, a registration target for fire adjustment, or reference for location. 2. Center of impact; a burst center. 3. Geographical location on land or water above which the position of an aircraft in flight may be determined by observation or by electrical means. 4. A place where military police check vehicular or pedestrian traffic in order to enforce circulation control measures and other laws, orders, and regulations.	2.X.2.5.2.1	
	G*C*OGC--- *****	
Contact Point 1. In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact. 2. In air operations, the position at which a mission leader makes radio contact with an air control agency.	2.X.2.5.2.2	
	G*C*OGP--- *****	
Coordination Point Designated point at which, in all types of combat, adjacent units/formations must make contact for purposes of control and coordination. Army--A control measure that indicates a specific location for the coordination of fires and maneuver between adjacent units. They usually are indicated whenever a boundary crosses the forward battle area (FEBA), and may be indicated when a boundary crosses phase lines (PLs) used to control security forces.	2.X.2.5.2.3	
	G*C*OGT--- *****	
Decision Point An event, area, line, or point on the battlefield where tactical decisions are required resulting from the wargaming process or the operations order. Decision points do not dictate commander's decisions, they only indicate that a decision is required, and they indicate when/where the decision should be made to have the maximum effect on friendly or enemy courses of action.	2.X.2.5.2.4	
	G*C*OGD--- *****	
Linkup Point An easily identifiable point on the ground where two forces conducting a linkup meet. When one force is stationary, linkup points normally are established where the moving force's routes of advance intersect the stationary force's security elements. Linkup points for two moving forces are established on boundaries where the two forces are expected to converge.	2.X.2.5.2.5	
	G*C*OGL--- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).

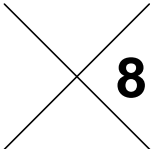
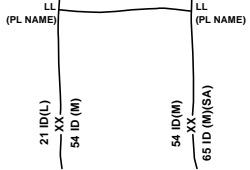
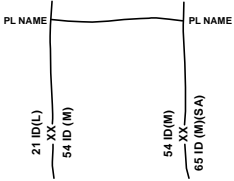

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Passage Point A specifically designated place where units will pass through one another either in an advance or withdrawal. It is located where the commander desires subordinate units to physically execute a passage of lines.	2.X.2.5.2.6	
	G*C*OGN--- *****	
Rally Point An easily identifiable point on the ground at which units can reassemble/reorganize if they become disbursed or aircrews/passengers can assemble and reorganize following an incident requiring a forced landing.	2.X.2.5.2.7	
	G*C*OGR--- *****	
Release Point A well-defined point on a route at which the elements composing a column return under the authority of their respective commanders, each one of these elements continuing its movement toward its own appropriate destination.	2.X.2.5.2.8	
	G*C*OGS--- *****	
Start Point A well-defined point on a route at which movement of vehicles begins to be under the control of the commander of this movement. It is at this point that the column is formed by the successive passing, at an appointed time, of each of the elements composing the column. In addition to the principal start point of a column there may be secondary start points for its different elements.	2.X.2.5.2.9	
	G*C*OGI--- *****	

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TABLE E-I. Tactical graphics (cont'd).


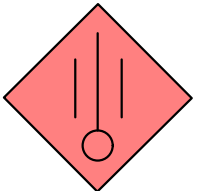
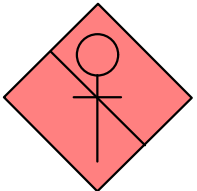

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Waypoint In air operations, a point or a series of points in space to which an aircraft may be vectored. Army--A designated point or series of points loaded and stored in a GPS device to facilitate movement.	2.X.2.5.2.10	
	G*C*OGW--- *****	
Line	2.X.2.5.3	
Light Line A designated phase line forward of which vehicles are required to use black-out lights at night.	2.X.2.5.3.1	
	G*C*OLN--- *****	
Phase Line A line used for control and coordination of military operations, usually a terrain feature extending across the zone of action. Army--A line used for control and coordination of military operations. It is usually along recognizable terrain feature extending across the sector or zone of action. Units normally report crossing PLs, but do not halt unless specifically directed.	2.X.2.5.3.2	
	G*C*OLP--- *****	
Area	2.X.2.5.4	
Airfield Zone	2.X.2.5.4.1	
	G*C*OAZ--- *****	
Military Operations Other Than War (MOOTW)	2.X.3	

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 White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).


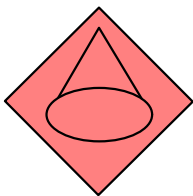
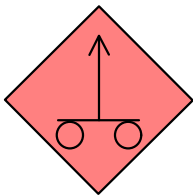
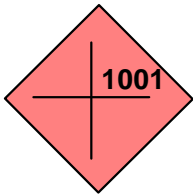
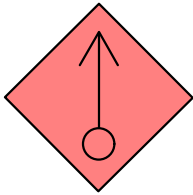
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Violent Activities (Death Causing)	2.X.3.1	
Arson/Fire Arson -The crime of maliciously setting fire to the property of another or of burning one's own property for an improper purpose, as to collect insurance. Fire -A rapid, persistent chemical reaction that releases heat and light, especially the exothermic combination of a combustible substance with oxygen.	2.X.3.1.1	
	GHO*VA---- *****	
Artillery/Artillery Fire Artillery -Large-caliber firing weapons, as howitzers and cannon, that are mounted and manned by crews. Artillery Fire -The discharge of artillery weapons against designated targets.	2.X.3.1.2	
	GHO*VR---- *****	
Assassination/Murder/Execution Assassination -To murder a prominent person. Murder -The unlawful killing of one human being by another, especially with premeditated malice. Execution -Putting a person to death, especially as a legal penalty.	2.X.3.1.3	
	GHO*VM---- *****	
Bomb/Bombing (Hostile) Bomb - An explosive weapon detonated by a predetermined means, as impact, or proximity to an object, or a timing mechanism. Bombing - To attack, damage, or destroy with or as if with bombs.	2.X.3.1.4	
	GHO*VB---- *****	

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TABLE E-I. Tactical graphics (cont'd).

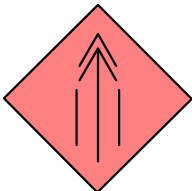
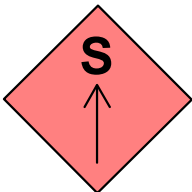
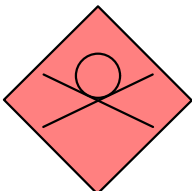
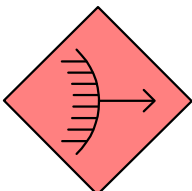
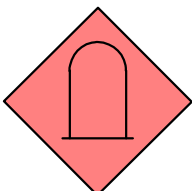
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Bomb/Bombing (Unknown)	2.X.3.1.4	
	GUO*VB---- *****	
Booby Trap An explosive or nonexplosive device or other material deliberately placed to cause casualties when an apparently harmless object is disturbed or a normally safe act is performed.	2.X.3.1.5	
	GHO*VY---- *****	
Drive-by Shooting	2.X.3.1.6	
	GHO*VD---- *****	
Indirect Fire (Unspecified Type) Fire delivered on a target that is not itself used as a point of aim for the weapons or the director.	2.X.3.1.7	
	GHO*VI----*****	
Mortar/Mortar Fire	2.X.3.1.8	
	GHOVM---- *****	

Note: White filled icon represents
White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).

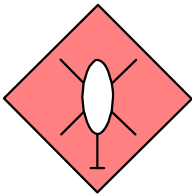
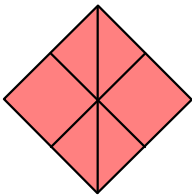
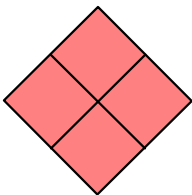
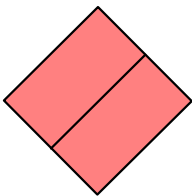
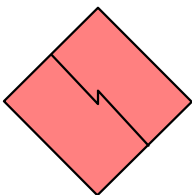
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Rocket/Rocket Fire	2.X.3.1.9	
	GHO*VK---- *****	
Sniping	2.X.3.1.10	
	GHO*VS---- *****	
Poisoning To injure or kill with poison.	2.X.3.1.11	
	GHO*VP---- *****	
Ambush	2.X.3.1.12	
	GHO*VU---- *****	
Ammunition Cache	2.X.3.1.13	
	GHO*VC---- *****	

Note: White filled icon represents
White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).

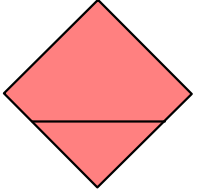





DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Helicopter (civilian being used by hostiles or insurgents)	2.X.3.1.14	
	GHO*VH---- *****	
Hostile or Insurgent Motorized Infantry	2.X.3.1.15	
	GHO*VF---- *****	
Hostile or Insurgent Infantry	2.X.3.1.16	
	GHO*VO---- *****	
Reconnaissance/Surveillance	2.X.3.1.17	
	GHO*VL---- *****	
Signal/Radio Station	2.X.3.1.18	
	GHO*VX---- *****	

Note: White filled icon represents
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TABLE E-I. Tactical graphics (cont'd).

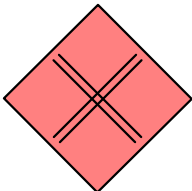
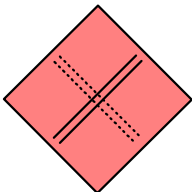
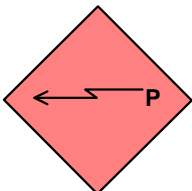
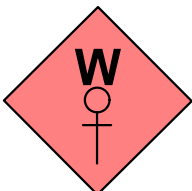
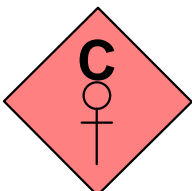
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Supply Cache	2.X.3.1.19	
	GHO*VZ---- *****	
Locations	2.X.3.2	
Black List Location The location of the official counter-intelligence listing of actual or potential enemy collaborators, sympathizers, intelligence suspects, and other persons whose presence menaces the security of friendly forces.	2.X.3.2.1	
	GHO*LB---- *****	
Gray List Location The location that identifies and locates those personalities whose inclinations and attitudes toward the political and military objectives of the US are obscure. May be listed on grey lists when they are known to possess information or particular skills required by US forces.	2.X.3.2.2	
	GHO*LG---- *****	
White List Location The location that identifies and locates individuals who have been identified as being of intelligence or CI interest and are expected to be able to provide information or assistance in an existing or new intelligence area of interest. Usually in accordance with, or favorably inclined toward, US policies. Contributions are based on a voluntary and cooperative attitude.	2.X.3.2.3	
	GHO*LW---- *****	
Operations Military actions or the carrying out of a strategic, operational, tactical, service training, or administrative military mission. The process of carrying on combat, including movement, supply, attack, defense, and maneuvers needed to gain the objectives of any hassle or any battle or campaign. Army--A broad category of related tactical activities, i.e., offense, defense, retrograde, etc.	2.X.3.3	

Note: White filled icon represents
White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).


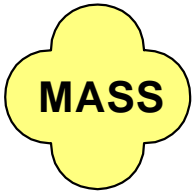

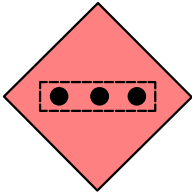
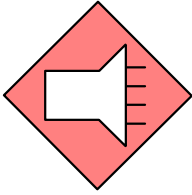
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Roadblock (completed/in-place) A barrier or obstacle (usually covered by fire) used to block, or limit the movement of, hostile vehicles along a route.	2.X.3.3.1	
	GHO*PR---- *****	
Roadblock (under construction) The putting together or assembling of parts in order to create a barrier or obstacle for blocking or limiting the movement of hostile vehicles along a route.	2.X.3.3.1.1	
	GHO*PRB--- *****	
Patrolling The process of gathering information or carrying out a destructive, harassing, mopping-up, or security mission. Accomplished by a detachment of ground, sea, or air forces.	2.X.3.3.2	
	GHO*PT---- *****	
Recruitment (willing)	2.X.3.3.3	
	GHO*PC---- *****	
Recruitment (coerced/impressed)	2.X.3.3.3.1	
	GHO*PCU--- *****	

Note: White filled icon represents
White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).

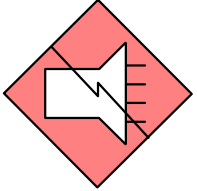

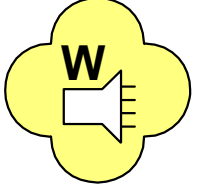

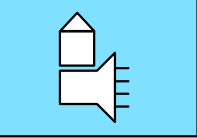
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<p>Demonstration (Hostile) A form of offensive operation which is an attack or show of force on a front where a decision is not sought, made with the aim of deceiving the enemy. It is similar to a feint with the exception that no contact with the enemy is sought. In OOTW, an operation by military forces in sight of an actual or potential enemy to show military capabilities.</p> <p>Demonstration (Unknown)</p> <p>Demonstration (Friendly)</p>	2.X.3.3.4	
	GHO*PD---- *****	
	2.X.3.3.4	
	GUO*PD---- *****	
	2.X.3.3.4	
	GFO*PD---- *****	
Mine Laying	2.X.3.3.5	
	GHO*PM---- *****	
<p>Psychological Operations (PSYOP) Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behavior of foreign governments, organizations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behavior favorable to the originator's objectives.</p>	2.X.3.3.6	
	GHO*PH---- *****	

Note: White filled icon represents
White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).

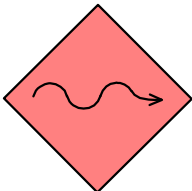

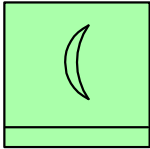
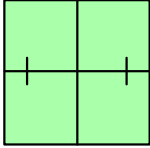
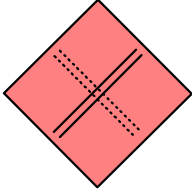
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
PSYOP (TV and Radio Propaganda) Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behavior of foreign governments, organizations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behavior favorable to the originator's objectives.	2.X.3.3.6.1	
	GHO*PHY--- *****	
PSYOP (Written Propaganda) (Hostile) Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behavior of foreign governments, organizations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behavior favorable to the originator's objectives.	2.X.3.3.6.2	
	GHO*PHW--- *****	
	2.X.3.3.6.2	
	GUO*PHW--- *****	
Written Propaganda	2.X.3.3.6.3	
	GFO*PHG--- *****	
House-to-house Propaganda	2.X.3.3.6.4	
	GFO*PHT--- *****	

Note: White filled icon represents
White opaque filled icon.

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).



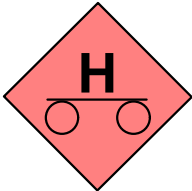
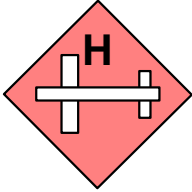
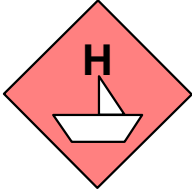
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Foraging/Searching To search for provisions, to make a raid as for food.	2.X.3.3.7	
	GHO*PF---- *****	
Spy 1. A clandestine agent employed by a state to obtain intelligence relating to its actual or potential enemies at home or abroad. 2. The act of watching secretly or covertly.	2.X.3.3.8	
	GHO*PS---- *****	
Food Distribution	2.X.3.3.9	
	GNO*PF---- *****	
Medical Treatment Facility A facility established for the purpose of furnishing medical and/or dental care to eligible individuals.	2.X.3.3.10	
	GNO*PI----*****	
Electronic Warfare Intercept	2.X.3.3.11	
	GHO*PE---- *****	

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White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).

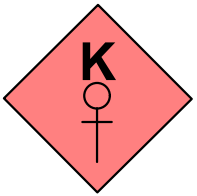
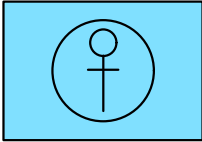


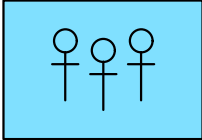
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Extortion Illegal use of one's official position or powers to obtain property, funds, or patronage.	2.X.3.3.12	
	GHO*PX--- *****	
Hijacking 1. To seize control of a vehicle (e.g., an aircraft), in order to go somewhere other than the scheduled destination. 2. To stop and rob a vehicle in transit.	2.X.3.3.13	
Hijacking (Vehicle)	2.X.3.3.13.1	
	GHO*PJV--- *****	
Hijacking (Airplane)	2.X.3.3.13.2	
	GHO*PJA--- *****	
Hijacking (Boat)	2.X.3.3.13.3	
	GHO*PJB--- *****	

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White opaque filled icon.

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).

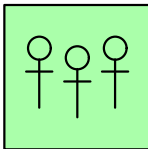


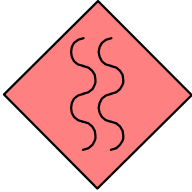
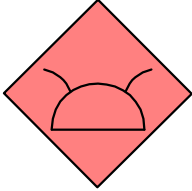
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Kidnapping To seize and detain a person unlawfully, usually for ransom.	2.X.3.3.14	
	GHO*PK---- *****	
Arrest 1. To stop or check the motion, progress, growth, or spread of someone or something. 2. To seize and hold a person under authority of the law.	2.X.3.3.15	
	GFO*PA---- *****	
Drug Operation	2.X.3.3.16	
	GHO*PO---- *****	
Items	2.X.3.4	
Refugees (friendly) Civilians, who by reason of real or imagined danger, have left home to seek safety elsewhere.	2.X.3.4.1	
	GFO*IR----- *****	

Note: White filled icon represents
 White opaque filled icon.

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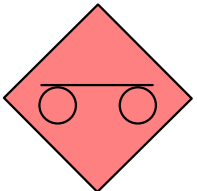


TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Refugees (neutral)	2.X.3.4.1	
	GNO*IR-----*****	
Safe House (hostile) An innocent-appearing house or premises established by an organization for the purpose of conducting clandestine or covert activity in relative security.	2.X.3.4.2	
	GHO*IS-----*****	
	2.X.3.4.2	
	GFO*IS-----*****	
Graffiti Crude inscriptions or drawings scratched, painted, or sprayed on a surface, as a wall, usually so as to be seen by the public.	2.X.3.4.3	
	GHO*IG-----*****	
Vandalism/Rape/Loot/Ransack/Plunder/Sack	2.X.3.4.4	
	GHO*IV-----*****	

Note: White filled icon represents
White opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Known Insurgent Vehicle	2.X.3.4.5	
	GHO*IK----*****	
Drug Vehicle	2.X.3.4.6	
	GHO*ID----*****	
Internal Security Force	2.X.3.4.7	
	GFO*IF----*****	

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White opaque filled icon.

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APPENDIX F

ASSOCIATED SYMBOLOGY INFORMATION
SPECIAL SYMBOL SETS

F.1 GENERAL

F.1.1 Scope. This appendix provides for special symbol sets from operational domains outside the current realm of MIL-STD-2525A. Although these domains are outside the scope of the current document, it is beneficial to present the information to users of this standard as a separate appendix. This appendix is not a mandatory part of this standard. The information contained herein is intended for guidance.

F.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

F.3 DEFINITIONS

The definitions in Section 3 of this standard apply to this appendix.

F.4 WEATHER SYMBOLOGY

The following graphics are some of those more commonly used to depict weather and should only be used on weather-related displays. These graphics must be implemented as a separate layer or classification since they may conflict with other symbols or icons used in the warrior icon set. These graphics are based on approved symbols and icons from the World Meteorological Organization.

TABLE F-I. Weather graphics.





DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Weather	3.X	
	W*A*-----*****	
Pressure Systems	3.X.1	
	W*A*P-----*****	

Note: White filled icon represents
White opaque filled icon.

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TABLE F-I. Weather graphics (cont'd).





DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Low Pressure Center 1. An area of low atmospheric pressure which has a closed circulation that is cyclonic, i.e., as viewed from above, the circulation is counterclockwise in the Northern Hemisphere, clockwise in the Southern Hemisphere, undefined at the Equator. Because cyclonic circulation and relatively low atmospheric pressure usually coexist, in common practice the terms cyclone and low are used interchangeably. Also, because cyclones often are accompanied by inclement (sometimes destructive) weather, they are frequently referred to simply as storms. 2. Frequently misused to denote a tornado. 3. In the Indian Ocean, a tropical cyclone of hurricane or typhoon force.	3.X.1.1	 (Red)
	W*A*PL---- *****	
High Pressure Center An area of high atmospheric pressure which has a closed circulation that is anticyclonic, i.e., as viewed from above, the circulation is clockwise in the Northern Hemisphere, counterclockwise in the southern Hemisphere, undefined at the Equator.	3.X.1.2	 (Blue)
	W*A*PH---- *****	
Frontal Systems	3.X.1.3	
	W*A*PF---- *****	
Cold Front	3.X.1.3.1	
	W*A*PFC--- *****	

Note: White filled icon represents
 White opaque filled icon.

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TABLE F-I. Weather graphics (cont'd).

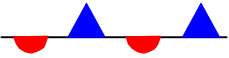
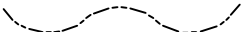

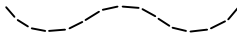
DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Upper Cold Front Occurs when discontinuity at the forward edge of an advancing cold air mass is displacing warmer air in its path and the two air masses intersect above ground level.	3.X.1.3.1.1	 (Blue)
	W*A*PFCU-- *****	
Warm Front The discontinuity at the forward edge of an advancing warm air mass that is displacing cooler air in its path.	3.X.1.3.2	 (Red)
	W*A*PFW--- *****	
Upper Warm Front Occurs when discontinuity at the forward edge of an advancing warm air mass is displacing cooler air in its path and the two air masses intersect above ground level.	3.X.1.3.2.1	 (Red)
	W*A*PFWU-- *****	
Occluded Front The line along which a cold front has overtaken a warm front at ground level.	3.X.1.3.3	 (Purple)
	W*A*PFO--- *****	

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TABLE F-I. Weather graphics (cont'd).


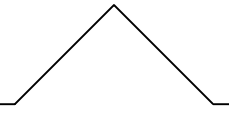

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Stationary Front A situation in which the surface position of a front does not move; the flow on either side of such a boundary is nearly parallel to the position of the front.	3.X.1.3.4	 (Blue/Red)
	W*A*PFS--- *****	
Lines	3.X.1.4	
	W*A*PX--- *****	
Trough Line An elongated region of low atmospheric pressure.	3.X.1.4.1	 (Black)
	W*A*PXT--- *****	
Ridge Line An elongated region of high atmospheric pressure.	3.X.1.4.2	 (Black)
	W*A*PXR--- *****	
Squall Line A line of high winds and thunderstorms in convectively unstable air, an instability line (of non-frontal nature); it may be generated by a cold front. Such a line may be some hundreds of miles in length and is sometimes called a pseudofront. It is associated with line thunderstorms, shear line of which are the squall lines, accompanied by strong gusts, hail, rain and sometimes tornadoes, but well in advance of the cold front (if present).	3.X.1.4.3	 (Black)
	W*A*PXS--- *****	

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TABLE F-I. Weather graphics (cont'd).


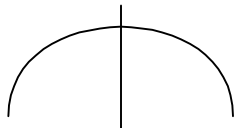
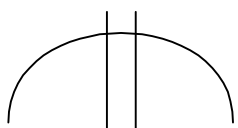
DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Turbulence Turbulence is a transitory atmospheric condition which has varying effects on aircraft operations. It is a serious hazard to pilots that may occur without warning.	3.X.2	
	W*A*T-----*****	
Light Turbulence Description is dependent on associated aircraft type.	3.X.2.1	 (Black)
	W*A*TL---- *****	
Moderate Turbulence Description is dependent on associated aircraft type.	3.X.2.2	 (Black)
	W*A*TM---- *****	
Severe Turbulence Description is dependent on associated aircraft type.	3.X.2.3	 (Black)
	W*A*TS---- *****	

Note: White filled icon represents
White opaque filled icon.

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TABLE F-I. Weather graphics (cont'd).

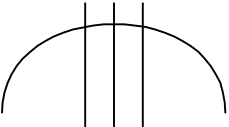

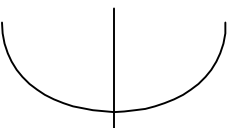
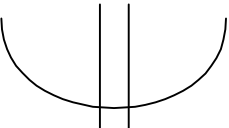
DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Extreme Turbulence Description is dependent on associated aircraft type.	3.X.2.4	 (Black)
	W*A*TE--- *****	
Icing	3.X.3	
	W*A*I-----*****	
Clear Icing Glossy, clear, or translucent ice formed by the relatively slow freezing of large supercooled droplets. The droplets spread out over the airframe surface before completely freezing.	3.X.3.1	
	W*A*IC--- *****	
Light Clear Icing Description is dependent on associated aircraft type.	3.X.3.1.1	 (Black)
	W*A*ICL--- *****	
Moderate Clear Icing Description is dependent on associated aircraft type.	3.X.3.1.2	 (Black)
	W*A*ICM--- *****	

Note: White filled icon represents
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TABLE F-I. Weather graphics (cont'd).

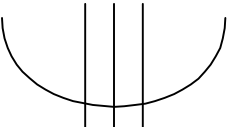

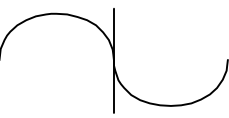
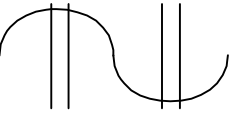
DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Severe Clear Icing Description is dependent on associated aircraft type.	3.X.3.1.3	 (Black)
	W*A*ICS--- *****	
Rime Icing Rough, milky opaque ice formed by the instantaneous freezing of small supercooled droplets which trap air within the ice as they strike the aircraft.	3.X.3.2	
	W*A*IR--- *****	
Light Rime Icing Description is dependent on associated aircraft type.	3.X.3.2.1	 (Black)
	W*A*IRL--- *****	
Moderate Rime Icing Description is dependent on associated aircraft type.	3.X.3.2.2	 (Black)
	W*A*IRM--- *****	

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 White opaque filled icon.

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TABLE F-I. Weather graphics (cont'd).

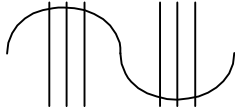
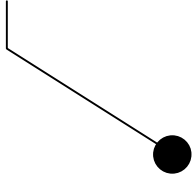


DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Severe Rime Icing Description is dependent on associated aircraft type.	3.X.3.2.3	 (Black)
	W*A*IRS--- *****	
Mixed Icing A hard rough conglomerate of ice which can cause very rough accumulation and severe loss of lift.	3.X.3.3	
	W*A*IM--- *****	
Light Mixed Icing Description is dependent on associated aircraft type.	3.X.3.3.1	 (Black)
	W*A*IML--- *****	
Moderate Mixed Icing Description is dependent on associated aircraft type.	3.X.3.3.2	 (Black)
	W*A*IMM--- *****	

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TABLE F-I. Weather graphics (cont'd).


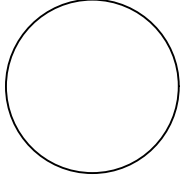
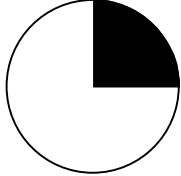
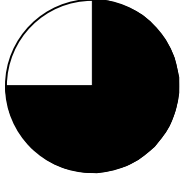
DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Severe Mixed Icing Description is dependent on associated aircraft type.	3.X.3.3.3	 (Black)
	W*A*IMS--- *****	
Wind Barb Used, in different variations, to represent wind speeds.	3.X.4	 (Black)
	W*A*W----- *****	
Jet Stream A narrow belt of strong winds, with speeds of 50 to 200 knots, in the upper troposphere. In the northern Hemisphere these winds usually have a westerly component.	3.X.4.1	 (Purple)
	W*A*WJ---- *****	
Flight Rules	3.X.5	
	W*A*F-----*****	
Instrument Ceiling Evaluation of ceiling height by cloud measuring equipment.	3.X.5.1	 (Red)
	W*A*FI-----*****	

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TABLE F-I. Weather graphics (cont'd).

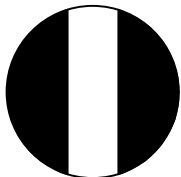
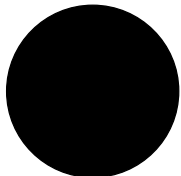
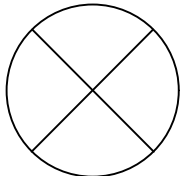
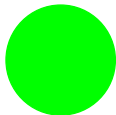
DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Visual Ceiling The height above the earth's surface of the lowest (thin or opaque) layer reported as broken (5-7 oktas) or overcast (8 oktas), or the vertical visibility into an indefinite ceiling.	3.X.5.2	 (Blue)
	W*A*FV---- *****	
Coverage Symbols	3.X.6	
	W*A*C----- *****	
Clear Sky (SKC) The absence of layers of clouds or other obscuring phenomena.	3.X.6.1	 (Black)
	W*A*CC---- *****	
Scattered Sky (SCT) A summation sky cover of three-eighths through four-eighths.	3.X.6.2	 (Black)
	W*A*CS---- *****	
Broken Sky (BKN) A summation sky cover of five-eighths through less than eight-eighths.	3.X.6.3	 (Black)
	W*A*CB---- *****	

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 White opaque filled icon.

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TABLE F-I. Weather graphics (cont'd).

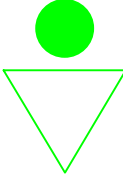
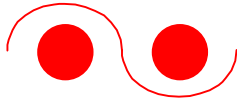


DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Overcast with Breaks A condition in which an overcast layer has discernible break(s) totaling less than 1 okta.	3.X.6.4	 (Black)
	W*A*CW---- *****	
Overcast (OVC) A summation sky cover of eight-eighths.	3.X.6.5	 (Black)
	W*A*CO---- *****	
Sky Obscured or Partially Obscured 1. Obscured - A condition in which surface-based obscuring phenomena (e.g., fog, rain, snow) are hiding eight-eighths of the sky or higher layers. The terms "obscuration" and "indefinite ceiling" may also be used in relation to this sky condition. 2. Partially Obscured - A condition in which surface-based obscuring phenomena are hiding at least one-eighth, but less than eight-eighths, of the sky or higher layers. The term "partial obscuration" may also be used in relation to this sky condition.	3.X.6.6	 (Black)
	W*A*CP---- *****	
Precipitation	3.X.7	
	W*A*P-----*****	
Rain (RA) Precipitation, either in the form of drops larger than 0.02 inch (0.5 mm), or smaller drops, which in contrast to drizzle, are widely separated.	3.X.7.1	 (Green)
	W*A*PR---- *****	

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TABLE F-I. Weather graphics (cont'd).

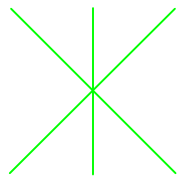
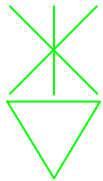
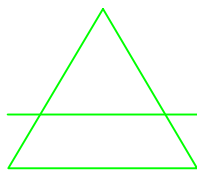
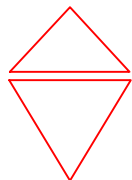
DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Rain Shower The rain changes intensity or starts and stops abruptly. These showers fall exclusively from cumuliform clouds.	3.X.7.1.1	 (Green)
	W*A*PRS--- *****	
Freezing Rain (FZRA) Rain that freezes on impact with the ground, with objects in flight, or with objects on the ground. Produces glaze (clear) ice.	3.X.7.1.2	 (Red)
	W*A*PRF--- *****	
Drizzle (DZ) Fairly uniform precipitation composed exclusively of fine drops (diameter less than 0.02 inch or 0.5 mm) very close together. Drizzle appears to float while following air currents although, unlike fog droplets, it falls to the ground. It usually falls from low stratus clouds and is frequently accompanied by low visibility and fog.	3.X.7.1.3	 (Green)
	W*A*PRD--- *****	
Freezing Drizzle (FZDZ) Drizzle which freezes upon impact with the ground, with objects in flight, or with objects on the ground. Produces glaze (clear) ice.	3.X.7.1.3.1	 (Red)
	W*A*PRDF-- *****	

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TABLE F-I. Weather graphics (cont'd).

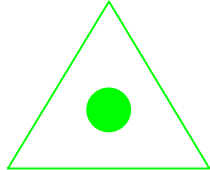



DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Snow (SN) Precipitation of snow crystals, mostly branched in the form of six-pointed stars, many times clustered to form snowflakes.	3.X.7.2	 (Green)
	W*A*PS---- *****	
Snow Showers Snow changes intensity or starts and stops abruptly. These showers fall exclusively from cumuliform clouds.	3.X.7.2.1	 (Green)
	W*A*PSS---- *****	
Snow Grains (SG) Precipitation of very small, white, opaque particles of ice; the solid equivalent of drizzle. The grains are fairly flat or elongated. Diameters are generally less than .04 inch (1mm). When the grains hit hard ground, they do not bounce or shatter. They usually fall in very small quantities from stratus clouds (or occasionally from fog).	3.X.7.2.2	 (Green)
	W*A*PSG--- *****	
Hail Precipitation in the form of small balls or other pieces of ice falling separately or frozen together in irregular lumps. Hailstones consist of alternate opaque and clear layers of ice in most cases. Hail is normally associated with thunderstorms and surface temperatures above freezing.	3.X.7.3	 (Red)
	W*A*PH---- *****	

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TABLE F-I. Weather graphics (cont'd).

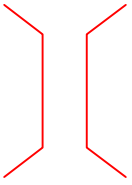
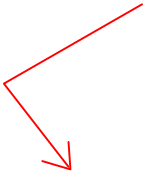

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Ice Pellets (PE) Precipitation of transparent or translucent pellets of ice, which are round or irregular, rarely conical, and have a diameter of 0.2 inch (5 mm) or less. The pellets usually rebound when striking hard ground and make a sound on impact. They are two main types. Hard grains of ice consisting of frozen raindrops or melted and refrozen snowflakes and pellets of snow encased in a thin layer of ice formed from the freezing, either of droplets intercepted by the pellets, or of water resulting from the partial melting of the pellets.	3.X.7.4	 (Green)
	W*A*PI----*****	
Ice Crystals (IC) A fall of unbranched (snow crystals are branched) ice crystals in the form of needles, columns, or plates. They are termed "ice prisms" in Synoptic observations. Ice crystals are often so tiny they seem to be suspended in the air. They may fall from a cloud or from clear air. The crystals are visible mainly when they glitter in the sunshine or other bright light (diamond dust), thus producing a luminous pillar or other optical phenomena. This hydrometeor (rarely more than the lightest precipitation), which is frequent in polar regions, occurs only at very low temperatures in stable air masses.	3.X.7.5	
	W*A*PC---- *****	
Storms	3.X.8	
	W*A*S-----*****	
Thunderstorm (TS) A local storm produced by a cumulonimbus cloud accompanied by strong gusty winds, vertical currents at higher levels, and heavy precipitation with lightning and/or thunder. It is usually a few miles in both horizontal and vertical dimensions, extending from the ground up to 20,000, 40,000, or even 60,000 feet in the most vigorous examples.	3.X.8.1	 (Red)
	W*A*ST---- *****	
Thunderstorm (TS) and Rain (RA) A local storm produced by a cumulonimbus cloud accompanied by lightning and/or thunder and precipitation, either in the form of drops larger than 0.02 inch (0.5 mm), or smaller drops, which in contrast to drizzle, are widely separated.	3.X.8.1.1	 (Red)
	W*A*STR--- *****	

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TABLE F-I. Weather graphics (cont'd).


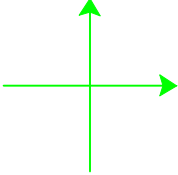

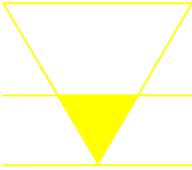
DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Funnel Cloud (FC) / Tornado/Waterspout 1. Funnel Cloud (FC) - A violent, rotating column of air which does not touch the ground, usually appended to a cumulonimbus cloud. Also called a tuba. 2. Tornado - (+FC) A violent, rotating column of air touching the ground; funnel cloud touching the ground. A tornado nearly always starts as a funnel cloud (FC) and is accompanied by a loud, roaring noise. 3. Waterspout (+FC) - A violent, rotating column of air that forms over a body of water, such as a bay, gulf, or lake, and touches the water surface; a tornado or funnel cloud that touches a body of water.	3.X.8.1.2	 (Red)
	W*A*STF--- *****	
Lightning (LTG) A luminous manifestation accompanying a sudden electrical discharge which takes place from or inside a cloud or, less often, from high structures on the ground, or from mountains.	3.X.8.1.3	 (Red)
	W*A*STL--- *****	
Storm Systems	3.X.8.2	
	W*A*SS---- *****	
Tropical Storm A tropical cyclone having winds ranging from approximately 48 to 121 kilometers or 30 to 75 miles per hour.	3.X.8.2.1	 (Red)
	W*A*SST--- *****	

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TABLE F-I. Weather graphics (cont'd).





DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Hurricane Tropical cyclones, especially in the West Indies, in which the wind velocity equals or exceeds 64 knots (73 mph).	3.X.8.2.2	 (Red)
	W*A*SSH--- *****	
Obstructions To Visibility	3.X.9	
	W*A*O----- *****	
Blowing Snow (BLSN) Snow particles raised and stirred violently by the wind to moderate or great heights. Prevailing visibility is reduced to less than 7 miles (9,999 meters) and the sky may become obscured when the particles are raised to great heights.	3.X.9.1	 (Green)
	W*A*OS---- *****	
Fog (FG) A visible aggregate of minute water particles (droplets) which are based on the Earth's surface, extends vertically, and reduces horizontal visibility to less than 5/8 mile (1,000 meters). When fog is further described by the descriptors BC, MI, or PR, the prevailing visibility may be equal to or greater than 5/8 mile (1,000 meters). Unlike drizzle, FG does not fall to the ground.	3.X.9.2	 (Yellow)
	W*A*OF---- *****	
Freezing Fog (FZFG) A suspension of numerous minute ice crystals in the air, or water droplets at temperatures below 0 degrees Celsius, based at the Earth's surface and extending vertically to greater than 6 feet (1.8 meters). FZFG reduces prevailing visibility to less than 5/8 mile (1000 meters) and, unlike drizzle, does not fall to the ground. The water droplets may freeze upon contact with exposed objects to form a coating of rime or glaze and it can occur even though the air temperature is above freezing. The water droplets may freeze upon contact with exposed objects to form a coating of rime or glaze. Also called Ice Fog.	3.X.9.2.1	 (Yellow)
	W*A*OFF--- *****	

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White opaque filled icon.

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TABLE F-I. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Dust or Sand Storm 1. Duststorm (DS). An unusual, frequently severe weather condition characterized by strong winds and dust-filled air over an extensive area. Report a duststorm if the prevailing visibility is reduced to less than 5/8 miles (1,000 meters), but not less than 5/16 miles (500 meters). Report a heavy (severe) duststorm (+DS) if the visibility is reduced to less than 5/16 miles (500 meters). 2. Sandstorm (SS). Particles of sand ranging in diameter from 0.008 inches to 1 millimeter carried aloft by a strong wind. The sand particles are mostly confined to the lowest ten feet, and rarely rise more than fifty feet above the ground. A sandstorm is reported if the prevailing visibility is reduced to less than 5/8 miles (1,000 meters), but not less than 5/16 miles (500 meters). Report a heavy (severe) sandstorm (+SS) if the visibility is reduced to less than 5/16 miles (500 meters).	3.X.9.3	 (Brown)
	W*A*OT---- *****	
Dust Devil Well-developed dust/sand whirls (PO). An ensemble of particles of dust or sand, sometimes accompanied by small litter, raised from the ground in the form of a whirling column of varying height with a small diameter and an approximately vertical axis. Reported regardless of the visibility.	3.X.9.4	 (Brown)
	W*A*OD---- *****	
Smoke (FU) A suspension in the air of small particles produced by combustion. A transition to haze may occur when smoke particles have traveled great distances (25 to 100 miles or 40 to 160 kilometers or more) and when the larger particles have settled out and the remaining particles have become widely scattered through the atmosphere. When viewed through smoke, the disk of the sun at sunrise and sunset appears very red. The disk may have an orange tinge when the sun is above the horizon. Evenly distributed smoke from distant sources generally has a light grayish or bluish appearance.	3.X.9.5	 (Brown)
	W*A*OK---- *****	
Haze (HZ) A suspension in the air of extremely small, dry particles invisible to the naked eye and sufficiently numerous to give the air an opalescent appearance. This phenomenon resembles a uniform veil over the landscape and subdues all colors. Dark objects viewed through this veil tend to have a bluish tinge while bright objects, such as the sun or distant lights, tend to have a dirty yellow or reddish hue. When haze is present and the sun is well above the horizon, its light may have a peculiar silvery tinge. Haze particles may be composed of a variety of substances; e.g., dust, salt, residue from distant fires or volcanoes, pollen, etc., which generally are well diffused through the atmosphere.	3.X.9.6	 (Brown)
	W*A*OH---- *****	

Note: White filled icon represents
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TABLE F-I. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Blowing Dust or Sand Dust or sand raised by the wind to a height of 6 feet (1.8 meters) or more.	3.X.9.7	 (Brown)
	W*A*OB--- *****	

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CONCLUDING MATERIAL

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Army - AC
Navy - OM
Air Force - 90

Preparing activity:

Misc - DC-4

Review activities:

Agent:

Not Applicable

Air Force -02, 09, 10, 11, 13, 16, 17, 19,
29, 33, 93 (Project INST-0014)

Army -AR, CE, ET, IE, MD1, MI, PT,
SC1, SC2, SC3, TI, TM

Navy -AS, CG, CH, EC, MC, NC, ND,
NO, NP, SA

OASD - DO, HS, IQ, IR, SO, WS

MISC - CI, DC1, DC5, DC7, DI, MP, NS,
US

DLA - DH, ES

Civil agency coordinating activities:

DOT - O ST

NASA - NA

National Communication Systems - NCS

GPO

STANDARDIZATION DOCUMENT IMPROVEMENT PROPOSAL

INSTRUCTIONS

1. The preparing activity must complete blocks 1,2, 3, and 8. In block 1, both the document number and revision letter should be given.
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I RECOMMEND A CHANGE:

1. DOCUMENT NUMBER
MIL-STD-2525A

2. DOCUMENT DATE (YYMMDD)
96/11/30

3. DOCUMENT TITLE **COMMON WARFIGHTING SYMBOLOGY**

4. NATURE OF CHANGE (Identify paragraph number and include proposed rewrite, if possible. Attach extra sheets as needed.)

5. REASON FOR RECOMMENDATION

6. SUBMITTER

a. NAME (Last, First, Middle Initial)

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7. DATE SUBMITTED (YYMMDD)

(1) Commercial
(2) DSN
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8. PREPARING ACTIVITY **DEFENSE INFORMATION SYSTEMS AGENCY (DISA)**

a. NAME **DISA/JIEO/CFS/JEBCB**

b. TELEPHONE (Include Area Code)

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